



The Last Remnant Guide

The Last Remnant is like few JRPGs you've ever played. Huge, challenging and occasionally innovative, it places you in the role of a young man named Rush Sykes who is searching for his kidnapped sister, Irina. What begins as a simple family matter quickly evolves into much more, though, as Rush is joined by the leader of a young country looking to gain its independence while a magical war for possession of magical artifacts known as Remnants ravages the lands.

Whether you're looking to speed through the game in the shortest manner possible or to uncover the darkest secrets locked deep within this massive game, you made the right decision when you chose to consult this guide. The Last Remnant will always be a huge game and perhaps there will always be secrets left unknown, but with this file at your side you should be able to see Rush's adventure through from beginning to end without too much anguish along the way. Enjoy!

In this The Last Remnant strategy guide, you'll find:

- **BASICS** // Battle mechanics and strategies explained for young adventurers.
- **FAQ** // Answers to frequently asked Last Remnant questions.
- **WALKTHROUGH** // Our full Last Remnant walkthrough to take you from Yamarn Plain to the Sacred Lands.
- **QUESTS** // Tips for completing the game's myriad side quests.
- **GUILD TASKS** // Details on the many guild tasks found in the game.

Guide by: Jason Venter

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The Last Remnant Basics

While The Last Remnant is quite the undertaking (particularly if you're new to the RPG genre or you're used to simpler fare), there are a few simple strategies that will allow you to rise to just about every challenge the game presents. We'll be going over some of the following information in detail in our walkthrough for the game, but first we thought it made sense to give you a crash course in how things work. There will be no button-by-button information here (that's what the instruction manual is for), but you should still find a lot of useful information to help you on your way.

Battle Mechanics

Combat in The Last Remnant can at first seem daunting, but it's actually not terribly different from any other turn-based RPG. The first key difference is that instead of individual units, you're now in control of complete unions. The second key difference is that you don't give commands so much as you do suggestions.

When a battle begins, two units will rush toward each other and engage. You then have as much time as you need to issue commands. As the game notes early on, you can scroll left and right to select possible targets on the battlefield. Your options for battling each enemy union will display as you scroll over potential targets. An indicator will appear on an on-screen map to let you know where that unit is in relation to yours.

The commands that are available to you vary according to circumstances. It's actually a fairly dynamic system. For example, you'll only see the "Bring them Back!" option when fallen comrades need to be revived... and when you have learned the required skills (and, for that matter, when you have the required items in your inventory). You'll also only have the choice of certain offensive maneuvers when your positioning is right.

This brings us to the matter of deadlocking an enemy. Within the game, the term 'deadlock' refers to situations where you and an enemy meet face-to-face. You'll generally exchange blows at this point. Because you're now within close proximity to one another, neither unit can withdraw without leaving itself open to significant damage. Once a unit is deadlocked, it generally exposes its flank and will be particularly vulnerable to attacks from the side, so there's a certain element of strategy required. Impatient players may think that simply locking onto an enemy and attacking is fine, but that can actually turn a simple encounter into a difficult one if things don't go your way.

Speaking of things going your way, note that there's a meter along the top of the screen that indicates just how well you're doing. To tip the scales in your favor, you can flank enemies regularly and also defeat unions or even make use of battle skills (such as bluffing the enemy so that it becomes intimidated). The fuller the meter, the more likely it is that your attacks will land successfully and inflict serious damage on your adversaries. In the same fashion, you'll generally receive more damage and dodge fewer blows when the meter drains and the enemy is ruling the scene.

A final consideration is your AP meter. This determines what combat and mystic skills you can use in battle. Like your HP meter, which indicates how many hit points you have left before your union is slaughtered, the AP meter is shared among all units within a union. If there are enough points, you can use powerful attacks that will more quickly send your foes packing. Each round that you survive, you'll see a slight refilling of the meter if your commands in the previous round caused you to lose AP. This system means that

Side Quests

Throughout the game, you'll find several distinct cities as the story progresses. Once these are available on the map, you can purchase items and gain information. For the most part the main story will hold you by the hand and lead you from one point to another, but you'll miss out on much of the overall experience if you don't wander away from the beaten path with some regularity.

Each city has a pub and one or more guilds. At a guild, you can recruit leaders and you can receive rewards for various in-game objectives that you may have completed. In a pub, you can get information pertaining to the latest plot twist. There are points where visiting a pub is essential if you want to advance. When you visit a pub (or sometimes just a wide open street), look for characters with red text bubbles over their heads. When you see one such character, it's a sign that the person in question has important information pertaining to your main quest or is interested in offering you a side quest.

Side quests are an extremely important part of The Last Remnant for a variety of reasons. First, they open up areas that you won't otherwise see. This in turn allows you to find special weapons and items that aren't available elsewhere. Even when a quest isn't taking you into new territory, there can be some significant benefits. Certain union leaders will only become available once you've completed their quests. Even more importantly, you may only gain access to key abilities for Rush after completing various missions. The less attention you pay to side quests, the more difficult the game will be.

Whenever you clear a new dungeon while following the main story arc, you should look around the nearby pubs to see if new quests have become available. This is particularly true at key points in the game, since certain story elements will cause some side quests to disappear. Several won't be available once you reach certain points on the first disc, or after you pass to the second disc or after you progress past a certain point on the second disc. The game isn't always good about letting you know when quests will disappear. In fact, its general tendency is not to give you even the slightest clue. Therefore, it's in your best interest to check for new quests regularly and to complete them as they become available. Don't worry too much about advancing the main plot. Take your time and enjoy the game and all of its side quests!

you don't generally need to be miserly with skill use--particularly during standard fights--but don't make the mistake of using skills without asking yourself whether or not you're making the most effective use of your resources available.

The game walks you through much of the above in the early stages, but sometimes it can be easy to forget one part or another of it. Another unfortunate fact is that even when you know how to do things, you might not have a solid strategy in place...

Battle Strategies

Throughout the game, you'll encounter many enemies throughout the various dungeons. Your battle actually begins even before you might think. When you see an enemy roaming about within range, you should consider that the start of the fight. Press a button to make the screen go blurry, at which point you can rush around for a brief span of time without worrying about enemies engaging you. This is useful if you want to rush past a monster that might kick your butt, but there's an even more useful option: you can engage multiple groups of monsters at once.

When you kill multiple monster groups at once, you'll receive more item rewards. In contrast, fighting enemy units one at a time seems to allow you to gain more experience overall. Though the game doesn't actually list levels for your unions, there is a system called 'Battle Rank' that determines how powerful your warriors become. It also determines how difficult your enemies are. Boss monsters in areas related to the main story will grow significantly more challenging if you pass certain thresholds. Therefore, it's worth knowing your battle rank at all times (it appears in the upper right corner of the victory screen after a given battle) so that you can avoid enemies when it suits you... or bring them all into a huge group and slay them at once.

Once you get the hang of attacking single or multiple enemy groups at once, then you're ready to start thinking about how to defeat them on the battlefield. There are actually only a few things that you need to keep in mind to win most conflicts.

First, remember to chip away at your enemies based on their general endurance and the damage they can deal. If you're in a fight with a particularly tough monster, the last thing you want is for a bunch of his minions to swarm you and hit you with smaller chunks of damage that leave you incapable of surviving an end-of-the-round area attack (a common strategy that tougher boss monsters employ once you work your way through around half of the game). Clearly, it's in your best interests to limit the amount of damage an enemy group can inflict in a single round, but how do you prioritize?

Start by getting a feel for how much health the main boss monster has. If it's a total weakling, you can safely ignore its helpers and focus on it directly. This is rarely the case, though. Generally, the boss monster has a life meter a mile long. Therefore, you generally will do better if you focus on subordinates first. This generally leaves you facing a few soldier and magus types. The latter of these often use spells that deal moderate area damage, something that nonetheless spells doom for your warriors if things go wrong. Magus types also tend to have weak resistance to combat skills, so they're your natural first target. Tend to them, then to the heartier soldiers and finally to the boss creature. For nearly every difficult encounter in the game, this is the key strategy.

Another tip is to learn the attacks that will allow you to heal. When you are selecting options in combat, there's a descriptive bar at the top of the screen that gives specific information about the choice you're about to make. This can sometimes be a lifesaver, particularly if you're presented

Equipment and Components

Rush starts the game with a fairly weak sword and that's not going to change very frequently unless you take it upon yourself to produce upgrades. This can be done by visiting the various shops throughout the game, where you can purchase components or new weapons that can in turn be customized to your liking.

Though you have somewhat direct control over what Rush uses, though, the same can't be said of the equipment other leaders possess. They do their own upgrading without your input. The only thing you do is bring them the supplies that they need. While this saves you from constantly needing to visit stores as you advance through the plot, it also means that your units may remain weak much longer than they should.

The best way around this is to make sure that you are collecting plenty of components not only from the shops you encounter in towns, but from the enemies you battle throughout the various dungeons. Most enemies drop a range of items. These change depending on factors such as your battle rank, items you've gathered, the number of enemies you've fought and even the area where you encounter a given beast (since many will appear in multiple locations).

One particularly important point is that enemies can be captured to gain access to items you might not otherwise be able to locate. This most frequently happens when you attack two or more units at once. When the battle ends, you'll sometimes see "Captured (Monster Name)" appear on the spoils menu. Selecting this monster will allow you to break it down for individual components, or to sell it at market for a significant monetary reward. Though the latter option can be tempting if you need to make a quick buck, it's almost never the route you should take. Components gleaned from captured monsters tend to be much more difficult to locate than money. You'll often be kicking yourself in the long run if you sell too many monsters for cash when you could have instead gathered rare components. Remember that.

Monster carcasses and shops aren't the only places where you find components, either. You also can obtain them from treasure chests and harvest points... which is where Mr. Diggs enters the picture.

with three options for healing that seem much the same. You might find yourself given the choice to spend your whole turn healing (usually a waste, but sometimes necessary), to heal your comrades in a friendly union or to attack while healing. When it's available, this last option is generally the most useful. It allows a moderately weakened union to continue wearing down the enemy without leaving itself in the danger zone. Another great option is "Play it by ear," which leaves your union members to make their own choices. Though this might not sound like a particularly good idea, it's an important option. Sometimes it will seem like you have no choice to heal (when you most want to, even), but that's not the case. The "Play it by ear" option can be used to heal your struggling unions.

The final thing to remember is that if you don't like your options available, you might be able to find new ones. Because the options listed are generally specific to a number of factors, you'll sometimes see nothing particularly interesting if you target the most obvious enemy. Slide along to the left or right, though, and you could see powerful overdrive moves listed (such as David's Gae Bolg move, early in the game). These can entirely turn the tides of battle. Particularly during tough fights, you should never make a choice without weighing all of your options.

If you keep the above in mind, you shouldn't have much trouble getting through most of the challenges the game presents. The next step is forming worthwhile unions.

Unions

Unless you take the time to master the art of forming a strong union, The Last Remnant may kick your butt from beginning to end. If you've been playing RPGs for awhile, the difference between a bad union and a good one can be similar to the difference between a warrior with or without armor in a game like Dragon Warrior or Final Fantasy. Monsters that annihilate you one minute could fall to your blade in a few short turns if you come back at them with a different configuration. The game is even built around this system, since you can save before nearly every battle in the game and even change unit configuration within dungeons.

Early in the game, you won't have many options. As you progress through the story mode, though, you'll find several things increased: the number of total unions you can have, the number of leaders and the number of units (both within a single unit and across the board). By the end of the game, you'll be able to designate up to 18 units spread out among a total of as many as 5 unions. How do you determine which configurations are best, though?

While there's no set formula to follow, there are a few principles that hold true for the bulk of the game.

First, note that a middle-of-the-road approach seems to work best. Just because you can create 5 unions doesn't mean you should, for example. By the game's halfway point or so, the optimal number actually seems to be around 4. Another thing to consider is union type. When possible, you'll want to have a healer of some sort in each union. Later in the game, it's best if each union has a character that can revive fallen comrades or you'll probably never survive the last few boss encounters.

Though it can be tempting to fill up unions with warriors of all sorts, it actually seems to work best if you put like units together. Pair powerful physical units with more of their kind. That's because most of the commands you're able to issue ask units to focus on one type of attack. If you tell a union to slam the enemy with status elements but only 1 of 5 members even has any appropriate skills to use, you've all but wasted four perfectly good warriors for that round. Compare that with a union made up of several magus units and the difference becomes clear.

Try to have at least one union that has concentrated physical arts. This unit will make boss battles much simpler. It's easier to support one strong physical unit than it is to keep four separate groups in great shape so that they can each attack and gradually build up damage. You really want to do a bunch of damage all at once whenever possible. Only careful union planning allows this.

When you feel limited by your choices, remember that you can recruit more soldiers. Early in the game, a character in the city of Athlum will help you with this. Throughout the game's remainder, you can go to him whenever you need to

Mr. Diggs

Early in the game, you'll be presented with a side quest. Your job is to find some rare metal for a shopkeeper in Celapaleis. When you do that, you'll receive a constant traveling companion named Mr. Diggs.

Mr. Diggs is capable of burrowing into soil and finding cool items. Typically, he'll find components required to make weapons. If you see a sparkling point along a cave wall, or in a pool of water, or at the center of a patch of grass or just about anywhere else (we note the bulk of them in our walkthrough), make sure that you investigate.

Once you find a point, know that Mr. Diggs has limited energy. You can only explore a certain number of excavation, dive or dig points within a given area. Then your meter is empty until you exit to the world map. As for those individual points, you can dig at them multiple times if it suits you and the items could even change. Most harvest points stock two common items and will occasionally offer a separate item if you gain bonuses while attempting to harvest.

As you work through the game and dig more frequently, Mr. Diggs will gain levels of proficiency and new moves. What these upgrades essentially do is permit him to find cooler rewards for you. Some of the best stuff in the game can only be built if you harvest suitable ingredients, so it really pays to explore every nook and cranny. You might find something important!

hire new troops. For a fee, he'll bring you all sort of mercenaries that will make up the backbone of your army.

Union leaders also are important. As you work through the game and its many side quests, you can recruit all manner of warriors to fight by your side. This is handy, but it can tempt some players to experiment too much. If you keep Torgal active within your party from the game's beginning to end, he'll be using insanely powerful strikes on every enemy by the time you face the final bosses. If you're constantly swapping him out to see if some new general is better, though, you'll most likely never see any character meet his or her full potential. Even though leaders continue to grow when not actively in use, you're doing yourself a disservice. It doesn't matter what leaders you go with in the game, but you should settle on a few choices early and stick to them.

All of the above should be more than enough to get you started, and probably even to get you through the whole game. If you need help with something more specific, be sure to check our full walkthrough or the section of this guide devoted to frequently asked questions.

The Last Remnant Frequently Asked Questions

The Last Remnant is a huge game, but you'll find detailed information about various elements within our detailed walkthrough and in the section of the guide devoted to side quests. Still, some questions are bound to pop up more often than others. Below, we're including some of the most common questions and brief answers for each of them. For information beyond what's provided on this page, check the appropriate section of the guide.

Q // What characters offer additional side quests if I recruit them at a guild?

A // You can receive additional quests from Caedmon, Glenys, Jager, Loki, Nora and Rhagoh. Though there are quests for many other leaders, the quests typically come ahead of the opportunity to recruit them. Once you have recruited a character that offers a quest, you'll have to satisfy certain other conditions to receive the quest. Remember that story-specific leaders whom you don't need to recruit also have quests of their own that the above list does not include.

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Q // How do I find the Ancient Ruins?

A // The Ancient Ruins area is a great place to level up very late in the game, but Xbox 360 owners will need an Internet connection to reach it. That's because it is behind a locked door in the northwest portion of The Second Path. Go online and download the key for the ruins from Xbox Live (it's free). Then play through The Second Path to the sealed door. Now that you've downloaded the key, you'll be able to open it and enter the dungeon. Once you do so, you can then exit to the World Map and re-enter from there directly whenever you want to explore the ruins.

Q // Are there any missable side quests?

A // Yes! There are quite a few, actually.

Around halfway through the game, some substantial events take place. For Xbox 360 owners, this takes place at the end of the first disc (in the Nagapur area), though the events are memorable enough that you'll know what they are once you experience them, even without that marker. Several side quests are gathered into chains (notably, the series of 'Witch' quests that have you searching for the mage-like girl throughout numerous towns), and some of them must be completed prior to working your way through the events at Nagapur. If you don't take the time to complete those quests, then you'll miss out on most of the more substantial quests later in the game.

Additionally, there is a quest called "At Hatred's End" that can be missed if you don't side with a female general named Ophelia each time she argues with her superior, Roberto (these quests take place in the town of Melphina). Also, Emma has a side quest that she will no longer offer you once you clear the Nest of Eagles area in the game, so make sure that you've worked through the quest prior to doing so. Also make sure that you ignore the game's advice and talk to the Duke of Ghor after clearing each of the six bases. You can complete them in any order, but make sure that you talk to the duke or he won't offer an important quest that sometimes appears a short time after that.

Finally, don't enter the city of Undelwalt when it appears on the map until after you have completed the quest called 'The Fallen.' This is arguably the most difficult quest in the game, so another option is to create a separate save if you're in a hurry at that point to see how the story ends. Then you can go back and play through the final few areas while completing quests.

Naturally, the most missable quest of all is the last one, which only appears if you've completed each of the preceding 67 quests. Only then can you experience the 68th and final quest and (if you're playing on the Xbox 360) get a special achievement. There's a lot of stuff to keep in mind, so be sure to check our section devoted to side quests if you have any further questions.

Q // How do I find [insert component name here]?

A // Unfortunately, there are far too many components in the game for us to give specific information on each one, but there are a lot of things to keep in mind. One is that enemies drop different items depending on a number of factors that include your character level, how many monsters you fight at once (try chaining two or three groups together, once you're powerful enough to safely do so) and even the items already in your inventory. For example, a monster might drop nothing of interest when you meet it early in the game, but you'll be pleasantly surprised when you fight a more powerful version of the same monster late in the game. In part, this is helped by obtaining items for the monster-hunting hobbyist. For example, you can pick up Oarfish Weekly to increase the number of items that oarfish monsters drop when defeated. In many cases, there are two separate bits of literature available for most popular monsters. These can be obtained by completing tasks at the various guilds.

Monsters aren't the only way to find components, either. You'll also find them at harvest points, if you know how to look. The typical harvest point will yield one of two general items, or a third item if you get lucky and find a rare item. The best way to manage this is to level up Mr. Driller throughout the course of the game so that he can perform more overdrives. It actually doesn't take as much effort as you might suppose to get him up to a decent level. Just find a dungeon with a harvest point near its entrance and make a few quick digging runs to boost your attributes. Then every dig you make has greater odds of yielding one of those valuable components.

Q // Where can I see my battle rank and why should I even care what it is?

A // Your battle rank appears briefly when you win any given battle. It's the number at the top right corner of the first victory screen, located above the number that lets you know how many enemies you've defeated in a chain without being startled or exiting to the world map.

Your battle rank is much like 'levels' in other games, except that it doesn't necessarily mean you're especially strong. As your characters learn skills and gain strength, the battle rank will naturally climb. As it does so, bosses related to the main game will occasionally learn new moves. This seems to happen every 10 levels that you gain, as a rough estimate. Therefore, it's worth paying close attention to your battle rank so that as you head into a tough encounter, you don't accidentally level up your rank too much and grant your foes the gift of more brutal attacks.

Q // How do I check how long I've been playing the game?

A // We're not aware of any way to check the number of hours played, unfortunately. If you're really curious, you'll just have to keep track of it by logging your hours played by hand. That sounds an awful lot like work.

Q // What's this I hear about game issues going away if I install the game to my hard drive?

A // If you are playing The Last Remnant on the Xbox 360, you will likely find that it falls victim to an assortment of technical issues. These never go away entirely, no matter what you do. However, installing the game to your hard drive significantly reduces load time issues and many of the issues you'll otherwise encounter with frame rates during battle. You can install one disc at a time--or both--depending on the space on your hard drive. Each disc is a little bit over 6GB in size. If you don't have enough space to install both, install the first one and play through to its conclusion, then delete the disc install from your hard drive. This can be deleted independently of your game save, so pay attention to file size and description before deleting any files. Then you can install and play through the second disc. This is the best way to fully enjoy the experience when playing the game's Xbox 360 edition.

If you have a question that we haven't addressed above, odds are good that we cover it in detail in either the 'Walkthrough' or 'Quests' portion of this guide. You can also try asking for help on the forum.

The Last Remnant Walkthrough

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This is a basic walkthrough of the core game and a few key dungeons that are optional but still important. There will be limited information related to available side quests (including some relevant notes letting you know when your actions could endanger the availability of a side quest), but for the most part the focus here is on guiding you along the game's core pathway from beginning to end. While we're covering all of that, we'll do what we can to avoid plot spoilers, too.

Yamarn Plain

After a cutscene, Rush will appear in battle. This one is a no-brainer. Attack however you like until you see the option (likely after the first turn) to have David attack alone. Doing so will trigger another series of cutscenes and Emma joins the party.

Items

Broadsword

Following the cutscenes, head straight forward to the pillar with a ring of green light encircling it. That's a treasure chest remnant. Talk to Emma, who is standing next to it. She'll walk you through binding, which in this case is just touching the object. It holds a **Broadsword** for Rush. Equip it and the game will walk you through some other functions presently available. You can initiate a save here if you like.

Continue up the path to your right. Talk to Emma to learn about monster encounters. There's a monster ahead, so get within range and initiate a battle. Winning this particular fight isn't difficult. Just keep attacking but watch your health. You can use healing magic if your life drops too low, which it may slightly before the conflict ends (depending on how many of your attacks miss).

After the battle, continue along the path until a cutscene begins. Following that, you'll be walked through how the 'Morale' gage works and then you're in your first boss battle.

Boss Battle: Raptor

This fight is a gimme. Use your combat arts for two turns and then the next turn should become available with only a single option: "What...what is this power?" Go ahead and use that. Your foe will die instantly.

Once the monster is defeated, another cutscene is triggered. Then you'll appear on the world map for the first time. You can access your party menu to save if you like. Then it's time to head to ATHLUM.

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Athlum

A cutscene is triggered as you enter the city. Following that, Emma leaves the party. You can now access the map of the town and select areas of interest. Virtus Parish was mentioned in the cutscene, so select the option to skip there directly.

Items
None

From where you appear now, head forward past the commoner. Directly ahead, you should see a building with a sign in front. There's an icon of a glass on it, plus a glowing one that will hover over the door. Approach and open the door to head inside, where you can see the bartender with an exclamation mark in his red-ringed text bubble. This indicates that he's a key individual. Talk to him and he'll indicate that Lord David receives visitors in Athlum Castle. Exit the tavern and access your map.



Xiphos Way visiting.



Navigating the city by way of map.

Athlum Castle will appear as an option on your map now, so select that destination. When you enter, cutscenes will follow and two potential destinations are named: GASLIN CAVES and ROBELIA RUINS. You'll be asked which you'd like to investigate first. The choice is yours, naturally. We'll assume that you go with the top option, the caves. Blocter's squad will join the party.

Head back out the doors to arrive on the city map. From there you can exit to the world map, where Gaslin Caves will now appear as a selectable destination.

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Gaslin Caves

When you enter, Blocter will explain that fighting more monsters at once will yield better results in terms of rewards. He'll also give you **Gaslin Caves Map 1**.

Items

615c, Cureleaf(5), Gaslin Caves Map 1, Relaxing Herb(5)

You're in the Hypnotic Hollow area. Head forward along the trail and you'll come to insects hovering in the air ahead. Try to attack so that multiple ones are struck at once. This battle is easily won by sticking to physical attacks. Do so. When the struggle ends, grab any desired loot and you're back in the cave. Continue forward, battling another group of flies if you didn't manage to hit both at once when initiating that first attack.

Past where the flies were hanging out, continue along the path to the fork. The left branch will trigger an attack from a hidden enemy. Continue past that and you'll find a treasure chest that holds **300c**. Return to the fork in the path and this time take the right branch.

Along this path you'll find two more groups of fly enemies. They're easy to attack together. When they're defeated, note that there's a treasure chest up ahead. As you approach, be prepared for an enemy to emerge from the soil and rush you. Be sure to initiate the attack, rather than letting it surprise you. Defeat the wimpy enemy, then open the chest to find **Cureleaf(5)** and **Relaxing Herb(5)**.

Continue left as the trail now branches in that direction. You'll trigger a cutscene. Then it's time for a boss battle.

Boss Battle: Slavers

The slave traders are a heartier bunch than the insects you've been slaying thus far. Combine use of combat skills and combat arts to easily win this fight in a single round. Your reward is **315c**.

After the battle, you can talk to the girls and Blocter if you like to learn what you can about your sister. Then turn around and you'll see a transporter ahead. Approach it and touch it to instantly warp out to the world map.

Return to Athlum and head to the castle, then talk to David. He'll direct you to explore the ruins next and will send Pagus to accompany you as Blocter's squad departs. Return to the city map. You can head to the town square to sell any loot you gained from battling monsters in the cave if you like (keep individual components, though you can sell whole insects for a hefty sum). Xiphos Way also has some shops where you can upgrade equipment and buy any desired components. When you're done trading, return to the world map to head to your next destination.

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Ruins of Robelia Castle

As you enter, Pagus recommends tackling each monster individually. He also gives you an **Alizarin Orb**. Now you can use magic. Finally, he hands over **Robelia Ruins Map 1**. What a guy!

Items

966c, Alizarin Orb, Cureleaf, Greaves, Relaxing Herb, Robelia Ruins Map 1, Slayer Stone

Start forward through the castle. The path branches in three directions: left, straight and right. Begin by heading along the right path, where you'll find an enemy encounter. Engage the critter and you'll learn that mystic arts are particularly useful in this area, but that they take time to cast. Do as the game suggests and win the battle by going all out with mystic attacks. It should be an easy victory.



Mystic attacks are your friend.



Follow the long hallway.

Proceed along the path as it continues forward and to the left. You'll notice an enemy along that path (back toward the castle entrance) that you can defeat if you're feeling aggressive. Otherwise, head right along the main path leading through the castle. You'll next come to a door. Pass through it.

You're now in a larger corridor. Proceed forward and be ready to initiate an attack against a larger enemy. There's another enemy off to the left where you can't necessarily see him at first, so be ready for an attack from that front, as well. Once you've defeated both adversaries, you're free to explore. Head right to find a treasure chest. It holds a **Cureleaf** and a **Relaxing Herb**. Now return left along the path through the corridor.

Here, you'll find that a door takes off to the left, while a long and narrow hallway leads toward the right. The room to the left is empty, so ignore it for now and follow the other corridor. It emerges on the edge of a larger room. There's rubble directly ahead, so continue to the right around the rubble but be watching off to your left. Enemy units wait there, so try to gain the initiative on them.



And the door shall open...



Standing at the crossroads.

After those opponents have been routed, you can more comfortably look around the room. Note that there's a door along the right edge (the one that was nearest you as you entered). This is sealed, but there should be a key somewhere that allows you to open it. Continue along the edge of the room and you'll find double doors that do *not* need a key to open. Pass through these.

You're now in a treasure room. Head straight forward to the chest, which contains a **Slayer Stone**. Take that back to the sealed door and you will be permitted to pass through it.

This next room widens a bit and has hallways branching off in multiple directions. There also are enemy units roaming the area, so take care of them before you explore. Then you can head along the right passage to find a treasure chest at a dead end. It contains **500c**. The passage that was straight ahead as you entered is just another dead end, while the one to the left leads to a staircase. Climb it.



Chimera monsters in the left room.



Battling the area boss.

Now you're in a long, wide corridor. There are doors to your left and right, as well as straight ahead. Go through the door on the right to find **Greaves** in a treasure chest. Passing through the left door gains you access to a dead-end room where two chimera-type enemies are waiting to attack. As for the doorway that was straight ahead, proceeding through it will take you to a cutscene, followed by a boss battle.

Boss Battle: Anti Remnant Activists

This fight is more involved than any you've experienced up to this point. You'll probably wind up going several rounds, which means that you should focus on keeping your health up (particularly early on, when there are more enemies still involved and therefore more opportunities for your units to lose health). Aside from any efforts to heal your troops, most of your efforts should be focused on using mystic and combat arts to deal as much damage as possible to your adversaries. It's not a tough fight, just more prolonged than any before it. Your prize for surviving is **466c**.

Predictably, the people you can talk to after the battle have nothing to say about Irina's whereabouts. Talk to them if you like, then turn around and start back toward the door you used to enter the room. There's a transporter there that'll take you back to the world map. Use it, then head to Athlum. Stock up on any items you need, then go to Athlum Castle to talk to David. You'll learn of a new situation that warrants investigation, plus Emma and Torgal's squads will join your party. Exit Athlum and you'll find that Dillmoor has been added as a new destination on your world map. It's time to go there.

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Dillmoor

As you enter Dillmoor, you'll learn about the ability to slow time. Once that little lesson ends, it's time to put it to use. Straight ahead, you'll see several smaller enemies congregating. Head toward them and press the button to slow time. Then get within range of all three enemies at once (which shouldn't be difficult) and press the other button to initiate the attack. As for the fight itself, win using combat and mystic arts.

Items

800c, Cureleaf(2), Dillmoor Map, Healersshield, Relaxing Herb(2), Superior Necklace

Once those monsters are dead, there's still another in the area that you should tend to. When he's gone, you're free to explore. Start by looking along the hillside up above where you attacked the three smaller enemies. There's a treasure chest there that holds **Cureleaf(2)**, **Relaxing Herb(2)** and **800c**. Now you can head up the ravine that takes off to the left, past where you defeated the solitary monster. Ahead, you'll see more of the small enemies that you can battle all together, so do so if possible.



A beautiful ravine.



Wolves die quickly.

After defeating those enemies, head up the hill to the right and you'll find another group of the wolf-like enemies. Tend to them, then continue up the slope. At the top, you'll find a larger monster patrolling. Take him out and then look to the right for a treasure chest that holds the **Dillmoor Map**. To the left, there's a bridge leading across a chasm. More enemies await.

Like the wolves, the enemies on the bridge shouldn't prove too difficult. They'll fall easily enough to mystic arts, especially if you've been facing every enemy that has come into sight at this stage in the game. Once you clear the bridge of enemies, you'll find still more enemies waiting on the other side. The same strategies will work on these, as

well.

After defeating the wolves, you'll find that you now can head either left or right. There's also a transporter in the area, against the rock wall near where you crossed the bridge. For now, the path to the right is a dead end with a door you can't quite open.



There's a transporter just after you cross the bridge.



That poisonous mist can be a nuisance!

As for the path to the left, it leads almost immediately to a cutscene and then a boss encounter.

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Dillmoor (cont.)

Boss Battle: Vicious Plant

This encounter is actually fairly simple. Start by using your mystic arts to take care of the smaller plants moving throughout the area. They'll all go down fairly easily, but it may take 2 or 3 turns. When they're gone, you're left to focus on the larger one. It can do more damage, particularly since it's capable of poisoning your party members with an expansive mist. Be sure that you keep up your health at this point, but also keep in mind that you're near the end of the battle and should also manage as many powerful attacks as possible to finish things up before your resources dwindle too far. All in all, it's not that difficult.

Following the boss battle, you'll be returned to Athlum to watch a series of cutscenes. When they conclude, Rush is alone in the city's market area. You'll receive the ability to make unions and Torgal and Emma's squads will leave your party. A nearby guard (he has a red text bubble over his head) explains that you can head to the pub for information or to the guild to expand your party. Both are excellent ideas.



Inside the guild.



Outside the pub.

From the town map, head to Virtus Parish. Once you're there, head left along the alley to find the guild. Here, you can hire new leaders to join your group (along with their crew). The cost to do so is 700c apiece. You should have more than enough funds to add them, so go ahead and do so. Make sure that you assign your crew to a formation so that they'll back you up in battle when needed. While you're in Athlum, you can also check out the various guild tasks and receive credit for any that you may have accidentally completed.

Now you're good to head to the pub (the building with the picture of the large glass on a sign to the right of its door,

located straight ahead of you from where you first enter the Virtus Parish area). This is a great place to receive side quests throughout the game. There's one available right now, in fact, if you talk to the lady with the red text bubble over her head (she'll assign you the "A Day's Beginning" quest, which is a good warm-up quest). You'll find information on completing the quest in the "Quests" section of this guide, if interested.

When you've returned successful from that first quest, talk to the bartender and he'll mention the city of Celapaleis to the northwest. This is worthwhile because it'll open up a new area to explore when you return to the world map. You can (and should) also talk to the lizard-like creature with a red text bubble over his head to receive another simple quest (look for directions on how to complete it in the 'Quests' section of this guide). Once you've done that successfully, exit to the world map and save your progress.

Now it's time to return to Dillmoor. Head back up to where you fought the boss not long ago. In that area where the huge glowing ball is situated, you'll see a treasure chest near one of the crumbled stone pillars. Open it to find **Healershield** and **Superior Necklace**. If you haven't been already, this is also a good time to level up the members of your union. The monsters in this general area seem to reward you quite nicely, so hang out and kill a few of them before using the nearby device to teleport back to the world map. Then save your progress and head to Celapaleis.

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Celapaleis

In Celapaleis, begin by heading forward to where you'll likely see an old woman with a red text bubble over her head. Talk to her for a silly conversation. Then keep moving forward, which will result in you exiting to the town map. Head to the second area that becomes available (the Lamberro District), where you should be able to buy some upgraded equipment if it suits you. It's also possible to hire more leaders for your crew, which is a good investment. You should next worry about completing yet another quest, the "Mr. Diggs" one outlined in the 'Quests' section of this guide. Do that and then you're ready to make some actual progress.

Items
N/A



The entry point in Celapaleis.



Lord David wants you!

At the pub in Celapaleis, after completing the Mr. Diggs challenge, talk to a soldier who is standing near the foot of the staircase leading up to the second floor. He will have a red text bubble over his head when he's ready to chat. When you talk to him, he'll ask if you are Rush Sykes. Answer "Yeah...why?" and he will tell you that Lord David has issued a summons for you. Now would be a good time to return to the castle in Athlum, so go ahead and return there to see what's happening.

Upon your arrival, a cutscene will begin. When it concludes, David and Torgal's squads join yours. Your next destination is revealed to be Blackdale. Exit to the world map and it will be available as a destination. Make sure that you save your progress before proceeding.

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Blackdale

When you enter Blackdale, a cutscene will occur. Following that, you'll be in the middle of a battle.

Items

Blackdale Map 1, Combat Francisca, Cureleaf(3), Relaxing Herb(6), Restoleaf(3), Weapon Recipe 3, Weapon Recipe 4

Boss Battle: Inger

You have some powerful squads with you and have probably built up your levels a bit (at least you have if following instructions in this guide), so this battle shouldn't prove too difficult. The same strategies as usual apply: strike with mystic and combat arts while keeping an eye on your health. If you need to, you can devote a turn to healing, but that probably won't even prove necessary. Since you don't have control over guest squads, the fight will probably end with David using his super weapon.

When the battle ends, you'll see another cutscene. Then you appear within Blackdale, free to actually start exploring.



David lets loose with magic.



Welcome to Blackdale...

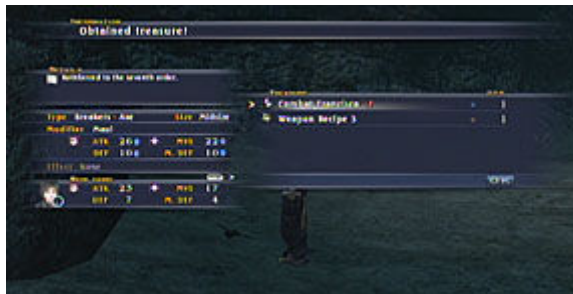
From where you appear following the boss battle, head forward and you'll come to a precipice. Here, the trail branches both left and right. Going uphill to the right will allow you to pick on some enemies if it suits you, but is otherwise a dead end. Proceeding down the hill to the left will allow you to battle more enemies, but past them you'll be able to continue following the path as it continues gently downhill. There are several weak enemies along the way here, which you should be able to destroy with ease.

Before too long, you'll come to another fork in the road. Here, you can veer slightly left to continue along the main path, or there's an uphill route that veers to the right. Follow that route to find a harvest point. Then return downhill and head in the path that led to the left (now located on your right).

As you descend into a larger area, enemies will burst forth from the soil. Be ready for that so that you can initiate an attack, rather than being surprised and put at a disadvantage yourself. When you clear the area of the monsters, check the treasure chest to obtain **Combat Francisca** and **Weapon Recipe 3**.



Another fork in the path.



Treasure chest booty.

Now it's time to continue along the path again, until it comes to another branch. Here, the short path to the left leads to a harvest point. Going right will allow you to continue along a path where you'll find two airborne enemies. You should be able to tackle both at once pretty easily. Past them, there's a sparkling harvest point on the ground. Use it, then continue onward to arrive at another fork in the path.

Here you can either head to your right to follow a path that goes back in the general direction from which you've just come, or you can opt instead to proceed forward and slightly to the left. The first option leads to a treasure chest that holds **Restoleaf(3)**, **Cureleaf(3)** and **Relaxing Herb(6)**. The other path should give you a handy opportunity to startle three monsters at once and beat them up for some nice booty.

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Blackdale (cont.)

After taking care of those monsters, continue along the passage. You'll now appear in another portion of Blackdale. Almost immediately, the path here branches left and right. Note that there are enemies hanging around to the right, so be ready to initiate the attack. Head up that path to find another harvest point. Here, you'll unearth **Weapon Recipe 4**. Now return back down the trail and this time follow the path that had taken off to the left (which is now on your right).



Enemies near some treasure.



That's a hungry Mr. Diggs!

Ahead, you should see an enemy close by. Beyond him, the path widens and there are more enemies patrolling near a treasure chest. Defeat the goons, then open the chest to find **Blackdale Map 1**. Just left from there is an extraction point.

Continue onward through the cave, taking care of any airborne enemies you encounter just beyond the harvest point (if they're not dead already). It's also a good idea to save. Just past the last bird, you can enter into the next portion of the caves. This will trigger a cutscene, after which you will find yourself in a battle.

Boss Battle: Fiery Idol

This fight looks more impressive than any you've yet faced (and comes only after its fair share of hype), but it's actually pretty simple. First you'll want to take care of the goons that accompany the idol in battle, since they can wear you down if you don't dispose of them quickly. After that, you'll have only the idol to worry about. Try to keep your health up, particularly as you finish off the last soldiers, since the idol likes to use moderately powerful special attacks. You won't be at any risk if your health is in fair shape, but if you're barely hanging on then the fire-based attacks could be enough to finish you. Since your companions will be working to heal you, this attack can for the most part be won without any overall change in strategy compared to any other fight up to this point. Just keep those mystic and combat arts flowing and you should make short work of him.

Once the battle ends, you're going to find yourself in the middle of another lengthy series of cutscenes.



It looks a lot more powerful than it is.



Pull yourself together, Rush!

When the cutscenes end, David and Torgal's squads leave your party and you're back in the throne room in Athlum. Head to the Virtus Parish portion of the city and you'll find a guard standing in front of the pub with a red text bubble over his head. He tells you that David wants you to return to the castle.

Once you arrive back in the castle, there's another series of cutscenes. The number of unions you can have in your party will increase to 3, plus you'll be advised that you can now recruit soldiers from the town square (talk to a recruiting officer). None of these troops can be leaders, but they can nicely fill out your ranks. You'll also be able to have more leaders and units in battle now, which will surely prove useful down the road to follow. David and the four generals also will join your party at this point. Now you should make any purchases and adjustments needed within town. It's especially important to make use of your ability to recruit troops, since the game will assume that you have done so and will prevent more challenging enemies and quests accordingly. Beef up your troops, then exit to the world map where your next destination (The Ivory Peaks) is now available. Save your progress, then proceed.

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The Ivory Peaks

The Ivory Peaks area begins with a long, wide path leading through a grassy ravine. Start by holding mostly left as you head through, which should allow you to initiate a battle with two large enemy groups. From there, hang to the right as you continue along the ravine, where you can defeat more enemies of the same sort.

Items

Ballista, Ivory Peaks Map

As the ravine continues, it'll widen into a plateau. Here along the top, you'll find lots of flying enemies mixed in with more ponderous beasts such as those you encountered upon first entering the area. Work your way slowly through this area, taking care of the monsters in an orderly fashion to avoid finding yourself ambushed. They're pretty easy if you deal with them on even footing, particularly if your unions are in good shape. While you explore this immediate vicinity, make sure that you do pay close attention to which monsters you're fighting. Along the right side, you'll be able to attack a flying monster type that is much tougher than it looks. Called 'Royalguard,' this particular insect can make quick work of even powerful unions if you don't keep up your health. Be sure to hit it with all you've got, and be ready for the battle to drag on for awhile as you sometimes will need to heal instead of strike offensively. You'll gain a lot of experience if you manage to win.



The Royal Guard is one tough buzzer!



Shiny goodness near a hologram.

Just beyond where you fight the Royalguard insect, you'll notice that there's a trail descending to the area below and to your right. Head down that slope, then take a sharp right and follow the path back in the direction from which you've just come. Along this valley, you'll find a few enemies waiting. Defeat them and when you reach a dead end against the face

of a cliff, you'll find a treasure chest that holds **Ivory Peaks Map**.

Now return to where you descended along that trail, and this time investigate the area that lay off to the left. Veer to the right as you travel in this direction and you'll come to what looks like a hologram along a rock wall. Just to the left of that is a felling point. Continue along that same rock wall and you'll come almost immediately to a treasure chest that holds **Ballista**, an upgrade for an existing fighting formation. Now continue following that rock wall around the lower right portion of the map (though if you veer left a bit, there's an excavation point along the ground near the center of the area).

You'll come soon to a path leading up to higher ground. More enemies are patrolling here, so tend to them. You're along the edge of the map now. Simply proceed to the right to clear the area and return to the world map. Now you'll be able to select Elysion, your next destination.

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Elysion

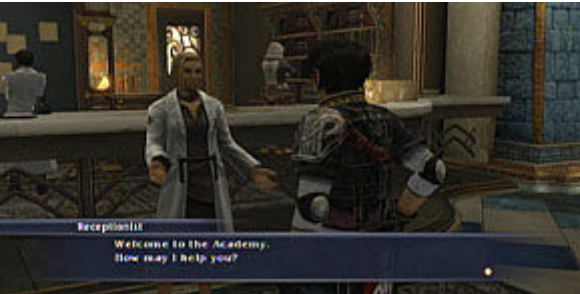
When you first enter the city, you'll sit through a series of cutscenes, after which point you're free to explore the city. The Genaade District area will be newly available, as well as the Assembly Plaza. Start by heading to Hendler, where you can upgrade your party's equipment (though if you have more than 6500c or so and want a powerful weapon, hold off on buying anything just yet) and let the guild know about any tasks you've recently completed.

Items
None

Your next stop should be Genaade District. As you enter, you'll notice a warrior woman just ahead and to your right. She has a red text bubble over her head. You've seen her before, in Celapaleis. To her left is the temple gift shop, where you can purchase the Elysion Sword for 6200c. It's the most powerful weapon available so far, so buy it if that's your thing.



The city of Elysion is breathtaking.



The receptionist at the Academy.

Now you're ready to go to the Assembly Plaza. Here you'll find the entrance to the academy, along the bottom portion of the map (at the base of a staircase). Enter that building and head straight forward to find a receptionist with a red text bubble overhead. Talk to the receptionist and you can ask to talk to Dr. Sykes. Then you'll learn that it's not possible to do so. With that information in hand, go ahead and leave the guild, as well as the Assembly Plaza area. From the town map, select Tula Street as your next destination within the city.

Back in the Tula Street sector, a cutscene will be triggered. Following that cutscene, follow the street forward and exit to the city map. From there, skip over to the Assembly Plaza.



Warrior woman from the east.



What's the deal with this guy?

In the Assembly Plaza, head forward and then up a short staircase leading to your left along a wall. At the top of the stairs, turn right and follow that walkway toward where you should see a woman standing in an archway. She'll have a red text bubble over her head that materializes as you approach. Talk to her and select "He's ready to go!" as your response. This will trigger a very brief cutscene.

Following that exchange, you should save your progress if you have any doubts about your party's condition. Make sure that you've taken advantage of any Elysion resources that interest you. When you're ready, head forward along the walkway where the woman summoned David to join the meeting. Climb some stairs leading to the right from there, toward the Ark Gate. This will trigger a final series of cutscenes, after which you will appear in the game's next area.

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The Sacred Lands

You're now in an area known as The Sacred Lands. The area around you is a circular chamber, with a staircase leading upward along one side of the room. Note that if you head down the short staircase, there's a sparkling point where you're given the option of binding the Remnant Ark. Don't worry about that for now, though. Instead, climb the stairs and proceed down a narrow hallway cut through the rock wall.

Items
None

You'll emerge now on a cliff face with wind gusting about. Though you can explore to the left and right here, there's nothing of interest. Head straight forward and you'll come to a rock bridge leading over a chasm. Start across it.



A rocky bridge over the chasm.

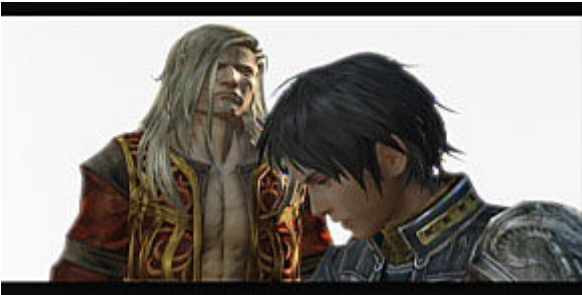


A control mechanism

Partway over the bridge, you'll exit into the next portion of the area, which triggers an extremely brief cutscene. You'll appear on a strange platform, with a bizarre object just ahead. Using it will cause ledges to rise ahead of you so that you can proceed through a new gap. Head in that direction and you'll come to another of the control mechanisms. Use this one, as well.

Now you'll find the platform descending, before you appear at the start of another hallway. Start along it and partway through, there will be more shifting of ledges even without use of a mechanism. Keep progressing in the direction that shifting floors permit, as there's nowhere else you can really go at present. You'll reach a third of the mechanisms, which again sends you downward.

From here, continue forward along the platforms as walls lift ahead of you. Next you'll come to a large, iron-wrought door.



This would be... a door.

What can this all mean?

Pass through the door and you'll trigger a rather extended series of cutscenes that reveal some interesting details about the characters who have been popping up lately. You'll also learn more about the abduction of Irina. When all of that concludes, you're back at the Elysion city map.

Head next to the Genaade District. Proceed straight forward to enter the temple. Here, along the left side, you can talk to someone with a red text bubble over his head. He'll open a door for you so that you can proceed deeper within the temple. You're now in the next area, The Catacombs.

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The Catacombs

When you enter the catacombs, head straight forward down a long hallway. Pass through the door, but note that there will be enemies close at hand. These fellows move pretty quickly, so you'll need to slow down time if you want to attack more than one group at time. There are three in the immediate vicinity. Attacking with mystic arts should make quick work of all of them.

Items

3200c, Beastman Ale(2), Catacombs Map 1, Fresh Oil(4), Weapon Recipe 21

Once you've defeated those enemies, head right from where you entered to find another door. Through that, you'll find yourself in another hallway. This one bends slightly to the left, with enemies just beyond the bend.



Enemies around the bend.



Dig, little digger!

Past several more bends, none of which are guarded by additional enemies, you'll find another doorway. Pass through it and you're in another hallway much like the one you just left. After you ascend a short set of stairs, the path bends toward the right. There are enemies crawling through here, so be ready for them and initiate the attack. Continue beyond that and watch the left wall as you progress, as there's a digging point just ahead of an archway.

When you pass through the next doorway, barriers will slide down around you. Now you're in a circular room with more of the speedy enemies, which are then likely to rush you. Slow down time so that you can manage to get the initiative more easily. Otherwise, it's business as usual. When you've defeated both sets of monsters, the doors will raise and you can proceed down the next hallway.

Here you'll find yet another door, and the on-screen map indicates that beyond the room will widen substantially. Save your progress, then pass through the door. Here, you can go either left or right. If you choose to go right, note that you'll face a large monster that looks like an overgrown caterpillar. Defeat him using the same strategy that you would on smaller foes, though keep in mind that the monster does strike for fairly significant damage thanks to its large girth. Beyond where he waited, you'll find a treasure chest that holds **Weapon Recipe 21**.



Caterpillar gonna get crisified!



The path splits.

Now turn around and head back left from this room's entrance, where you'll notice an excavation point to the right of the door. Continue along the path as it advances forward and then bends to the left. Defeat the enemy there (it's an easy one) and keep along the path until it reaches an old door. Pass through that and just beyond, you'll come to a fork in the road. Don't worry about taking the right branch, which is a dead end (though there is an enemy to fight there and an excavation point if you're interested).

With that said, the left branch is extremely dangerous. Save your progress before following it. When you're ready, start in that direction and you'll enter a small, circular chamber. Here, a door opens to a hallway to the right and you'll see a group of enemies. Note that if you attempt to attack all three enemy groups here at once, odds are significant that you will lose by a wide margin. While some of the Nymphalidac (flying monsters) are fairly standard, the Greater Nymphalidac foes are capable of area attacks that will take out most of a given unit's health with one strike, leaving the other enemies to obliterate you before you have time to heal. If you mean to survive, you'll have to take on the enemies separately by luring them through the archway one at a time.

Once that particular hazard is gone, you're left free to explore the immediate vicinity. Right now, all that you can do is check the digging point. Then you should proceed along the hallway where you battled those ferocious enemies. You'll emerge in another room with branches to the left and right. First head right along a corridor, defeating some enemies along the way. You'll come to a treasure chest that holds **Catacombs Map 1**. Now backtrack and this time, take the left path through a closed door and then proceed along that hallway as it curves sharply left.



Exploring this area can be a real gas.



More of the Greater Nymphalidac foes.

You'll notice a misty substance along the floor here. This is gas that will prevent you from running. Tread carefully as you continue along the path, since there's a branch to the left here where two enemies wait. Defeat them and then you can climb the ladder to reach a ledge where a treasure chest waits (the one previously blocked off when a door closed not long before). Open it to find **3200c**.

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The Catacombs (cont.)

Now descend the ladder and continue left along the gassy passageway. You'll come out onto cleaner ground again. Head to the apparent dead end and there's another ladder to climb. Ascend it and you're in another hallway. Here you can initiate an attack against two more of the slug-like enemies so common throughout this area (the game fittingly calls them 'Pest'). Continue past them and through a door, then along another hallway to another of the gassy corridors. There are enemies patrolling here, as well. Tend to them and also check the excavation point.

Continue along the gassy corridor and you'll come to another door. It's a good idea to save before you pass through, since Greater Nymphalidac enemies lurk in the next room. Once you defeat them, you'll notice that you're standing on

the opposite side of the chasm you encountered upon first entering the catacombs. There's a treasure chest to the left of the doorway you used to enter. It holds **Beastman Ale(2)** and **Fresh Oil(4)**.



Finally you see what the treasure chest holds.



A door guarded so well...

In this same area, there's also a digging point. To the right of that digging point is an old door, a short hallway and then another old door. Save before you pass through the second of those doors, since the next room is infested with more enemies of the tough variety. Unfortunately, it's difficult to lure them to you one at a time, and they'll pretty much slaughter you at this point if you fight them any other way. Persist, though, and you should be able to secure a victory.

After defeating that group of adversaries, head through the next door. You're in another short hallway. There's a transporter along the right side, which you should by now realize means the end of the dungeon is near. It's not quite yet, though. First, head through the next door where you'll see three groups of enemies wandering around. Tend to them, then save your progress before heading through the wide archway at the other end of the room.

In this area, you'll notice four enemy groups to your left. Slow down time and approach so that you can initiate the battle and defeat the four of them all at once, though this will be a tricky task. Make sure that you use plenty of mystic arts, time any special attacks carefully to take advantage of any bonuses, and definitely keep your health up during the confrontation so that you don't lose a unit.

Once you win that battle, you can harvest from a nearby diving point on the floor (along a wall near the room's right side), then pass through a gold-colored door that the monsters were so intent on blocking you from reaching.



An important bit of stone.



Emma wants your company.

Through the door, you'll trigger a series of cutscenes. These advance the plot considerably. Once they end, you'll appear in the Hendler section of the city of Elysion. Unless you have other shopping and preparation to tend to, walk directly forward from where you appear to talk to Emma (she has the red text bubble over her head). Answer that you're ready. You'll head to your next destination: Numor Mine.

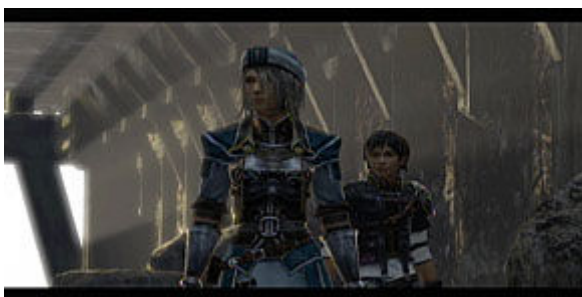
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Numor Mine

When you appear in the mine, a cutscene follows where Emma explains your reason for coming here. After that, your party is disbanded and Emma joins your group, so the first thing you'll want to do is set about fixing your union's attack formation. Select the 'Arrow of Athlum' one and it will upgrade itself to the second phase of that

Items
Avalanche, Commander's Rapier, Numor Mine Map 1, Stone of Marshall

formation. What's disappointing is that you can't bring along any additional troops. It'll be just you and Emma for the dungeon. Even if you exit the cave and return to Elsyion, you can't add to your resources. Everyone abandons you each time you come to the mine.



Emma gets generous with the details.



A door. A wooden door to nowhere.

Once you're ready, then, start forward through the area. You'll soon encounter the first monster group, which normally wouldn't be terribly difficult except that now you're down to only two party members. Mystic arts work wonders here, but you may also have to use healing arts on the second round if you don't slay your adversaries in the first. They can hit for some pretty hefty damage. After you defeat that first enemy, continue along the hallway and you'll notice a door that takes off to your right. You can safely ignore it for now, since it's empty. Instead, continue along the passage toward where you should see more monsters patrolling. It's to your benefit to tackle these fellows one group at a time, if possible.

Beyond those monsters, the tunnel curves off toward the right. Proceed along it and you'll come to a little platform with an operating lever. Step forward onto the platform and you can investigate it to use the device. This is necessary if you want to descend deeper into the mine. Once you've grabbed the handle, you'll need to rotate the left analog stick on your controller in a counter-clockwise motion. Each full rotation will lurch the platform forward until you reach the bottom of the shaft and can then press the button indicated on-screen to exit the device.



By way of a platform...



Feralwood enemies breathe poisonous fog.

The path that you find at the base of that shaft soon splits in two directions: left and right. There are enemies here, too, so take care of those and then follow the path first to the right. Here you will find a treasure chest. Open it to obtain a **Commander's Rapier**. There's a digging point just beyond that, along the wall at the dead end. Now that you have those goodies, turn around and come back the way you came. There should be a larger enemy stalking about the area, past where you killed the smaller fellows a moment ago.

Around the area where the Feralwood monster is patrolling, you'll see that there's a path descending slightly to the right. Ignore it, as it is a dead end. Instead, continue along the main path, where you'll come to another enemy standing at a fork in the path. Defeat him, then head right (left is a dead end). You're now at yet another fork in the road. Here, there are enemies along the path to your left, so start by taking care of them so that they don't startle you later.

Once those enemies are defeated, proceed along the path leading left. Watch the wall to your right, where almost immediately you should see a digging point. Once you've made use of that, return to the fork (it should take only a few steps) and this time proceed along the path to the right. You'll soon reach another of the Feralwood monsters. This group can be deadly if you let it gain the initiative, so make sure that you strike first and hard.



Decisions, decisions...



Another wooden door.

Past the Feralwood, you'll see a path branching off to the right, while directly ahead there's another bend in the path (also to the right) and some enemies patrolling. Start by taking the nearest path to the right, where you'll find a weak enemy and past that an excavation point at a dead end in the path. Once you've tended to those points of interest, return to the main path and continue along the path in the direction you were headed before the detour (which would now be to your right). Remember the enemies that are there, and be careful to tend to them quickly.

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Numor Mine (cont.)

Once those adversaries are toast, you'll come to the end of a passage and find a door that takes off to the left. Pass through it and you'll find yourself at another of the platforms with an operating lever. Ride this one downward the same way as you did before. When you reach the bottom, you'll be able to pass through a wooden door into another wide hallway. This area almost immediately branches in two directions, but neither is particularly lengthy. Head along the right path to find a digging point, then return and take the left fork.



Another day, another lift.



These guys aren't above attacking you on elevators.

Now you're at yet another of the lifts. You know what to do by now, but there's a twist. Halfway down, a monster will attack. Be ready to initiate the fight. It's not a tough monster, so you should easily be able to win the battle and then continue your descent. Soon you'll reach a stopping point, where you can head left into a small chamber. There, a treasure chest awaits you. It holds **Avalanche**. Now return to the lift and use it again to continue diving deeper into the mine. You'll face another enemy group along the way.

When you reach the next stopping point, you can proceed through a hallway to the right. The path curves off to the left, where a Rockgrater group of enemies awaits. Make sure that you attack the grand one first, since that's where the most damaging attacks come from. There's a digging point at the end of this path, so use it and then return to the elevator lift and resume your descent. You'll be attacked twice more on the way down, but will finally reach the bottom of the shaft.

From there, head forward and you'll find that the path branches left and right. Heading left leads to an excavation point, as well as a treasure chest that holds **Numor Mine Map 1**. Now you can turn around and head along the path in the opposite direction. There's a digging point at the first branch to the left. The first path to the right is a dead end with an enemy controlling, but there's an excavation point and also a treasure chest that holds the **Stone of Marshall**.



Head along the right path for the Stone of Marshall.



Now it's time to put the stone to use.

Continuing along the main path, you'll come next to another fork in the road with some enemy groups patrolling. Here, taking the right path leads to a diving point, while you can follow the left path to reach a transporter. Just beyond that is a wooden door you can pass through to trigger a cutscene and boss battle, but you'll have to use the Stone of Marshall to pass through. Before you do that, save your progress. Then when you're ready, investigate the door, use the stone and pass into the next room for the confrontation.

Boss Battle: Namul Sin & Niram Sin

This is actually a really simple boss battle, even though you have only two party members. Start by attacking with your mystic arts, then spend the remaining turns using moves that will allow you to attack while keeping up your health. Though there are two bosses, many times they focus on using joint attacks. These in turn have a decent chance of missing, meaning that sometimes you may be able to use an outright physical attack without the need to heal. By the time you can attack with the power of your talisman using an omni move, the boss should be almost defeated. Just keep up the same strategy however long it takes and you'll easily win this encounter.

When the battle ends, you'll witness a series of cutscenes. As usual, these reveal a lot of interesting information. When they end, you're still in the mine, near the location of the transporter to the world map. Go ahead and use it.



The boss monsters use many joint attacks.



Your forces grow stronger than ever.

Now you'll see another series of cutscenes that bring distressing developments. When those end, you'll find that the maximum number of unions you're allowed has been increased to 4. As well, you can now have 12 units in battle with a capacity of 5 leaders. Overall, you're now allowed a total of 12 leaders in your overall party and the number of soldiers you can recruit has increased to 15. Your party that you had before the journey into the mines will now be returned to your control. Expand it within Athlum, then talk to Lord David when you're ready to continue your adventure. He'll outline the route that you'll need to take. Leaving to the world map should reveal The Heroic Ramparts and The Southwestern Road areas, along with Numor Mine. The first of these, The Heroic Ramparts, is your next destination once you're ready to advance the plot.

The Vale of the Gods

Before you continue the main plot, there are some completely optional areas that you may wish to explore to increase your possibilities for quests and guild tasks. Go to The Great Sand Sea (which is made available during quest called 'The Trade Route') and follow the path into the second portion. Then head west in this area and skirt the outer edge of the sand sea. Along that wall, you should come to a canyon that exits out to the world map. This will make The Vale of the Gods appear as a selectable destination, which is what you want. Go ahead and enter it.

Items

Armlet Recipe 2, Bandana of Grooming, Mineral Water(3), Vale of the Gods Map, Vitaeroot(3)



Welcome to the well-hidden Vale of the Gods area.



A dive point at the dead end.

Head forward along the trail from the entrance and you'll come to a shallow stream of water. There are enemies wading through the area. Defeat them, then check the dead end area to the right to find a dive point where you can obtain Rough Elven Stone with some frequency. Now follow the stream back toward the left, through more enemy units. Veer left as you do so and you'll find an excavation point along a rocky cliff.

Continue following the stream through the canyon. You'll come upon what looks like a solid rock wall with water flowing down it, but it's actually just a muddy path. You can head forward along it, as your mini map indicates, to reach the top of the slope.



That's a hill, not a wall.



A treasure chest in the Vale.

At the top of that slope, wade across another shallow stream, defeating enemies along the way. There's a felling point along some shrubbery on the right side here, and you can veer left to find a bit of land with a treasure chest near the base of a rock wall. Open that to find **Armlet Recipe 2**, **Mineral Water(3)** and **Vitaeroot(3)**.

Now continue through the canyon by climbing another of the steep slopes. At the top, start forward but hold to the left. Here, you'll find a recess in the rock wall where you can defeat several enemies in a group. Once they're gone, you can investigate the area to find a dive point. Use that if desired, as well as an excavation point in the same vicinity, then continue along the main stream as it heads toward the right. There will be more enemies here, so tend to them accordingly.



A split in the path and a treasure on a hill.



You can climb up this path to find the treasure.

Past those enemies, the path comes to a fork that passes to either side of a large boulder. The two routes converge on the other side, and there are plenty of enemies in the area. Head along the right path and look left. You'll note that the base of the rock area is the a light tan color. Press against it and you should be able to head up the steep incline, to where a digging point and a treasure chest await near the top. The chest holds **Vale of the Gods Map**.

Return to the stream below and continue along the canyon as it heads left from the huge boulder where you obtained the map. You'll soon come to an area where you can go left through a wide space or veer slightly right along the main canyon. Start by heading toward the left. This path will soon grow narrower as you venture across dry ground and past a few more enemy units.



Good grooming requires only a bandana.



The exit to the world map.

You should notice an opening to the left here. Pass through it and you'll find a dead-end area where a treasure chest waits against a wall. You can open it to find the **Bandana of Grooming**. Now return to the main trail you've been following through the canyon and head left again. This passage is a dead end. Defeat the enemies that wait there, then look around to find a digging point sparkling along the back wall.

Now you can head back out through the canyon, back to the main path where water is flowing. Head left now, defeating the few enemies you find in that direction, and you'll come to the exit to the world map. The town of Baaluk will now appear as an optional destination. Head there to see about side quests, or get back to your main adventure at Heroic Ramparts.

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Heroic Ramparts

From where you appear as you enter the area, start forward along the trail leading across the grassy prairie. Ahead, you'll see flying enemies circling near boulders. These are shellflies. You can attack them two at a time if you like. Though you'll have to take down a lot of enemies when you go this route, they're not actually difficult to defeat. They do poison you, but your large party of warriors should be up to the task of taking care of the flies. There's also a grassy area along the rock wall to the left where you can excavate.

Items

Greaves of Growling, Heroic Ramparts Map, Marauders' Glaive, Medal of Strength(3), Weapon Recipe 26, Weapon Recipe 27



The flies are as weak as they look.



Check the left side of the tree to find a felling point.

You'll note that as you proceed ahead toward the area with the flies and boulders, you can pass through an archway in the wall. Don't do so just yet, though. Instead you should run left along the wall, battling monsters until you near another archway in that direction. On a tree near that archway, there's a felling point. Your trip will have been for more than that, though; you will also have gained experience from battling a fair number of monsters, which means that every monster you kill later in the area is likely to give you better loot.

Proceed through the archway near that felling point. There are flies swarming around here, so take care of them. Behind the pile of boulders that should have been visible off to the left as you passed through the arch, there's an excavation point. Beyond that is an archway leading out of the area. You're not interested in leaving, though. Instead, save your progress (one can never be too safe) and head toward the right of the arch, while keeping against the rock wall. Assuming that you've battled enough weak enemies in the area by this point, you should see an enemy shuffling along the ground. Initiate an attack.



The Executioner looks weak but isn't.



Pretty spot for a picnic... or treasure chest.

Note that this enemy is a special one, called an Executioner. He's capable of taking (and dealing) a lot more abuse than the typical foe. Be careful to keep your health up during the fight and also make use of any turns that can unleash maximum damage on your opponent. Because you should have three powerful unions in battle at this point, it shouldn't be difficult to win this fight just by surviving for a bit.

When the rare monster is dealt with, continue along the rock cliff until you come to a treasure chest near a stream bank. Open it to find **Marauders' Glaive**. Now backtrack to the archway leading through the wall (which should now be on your left). Pass back through it and head back toward the start of the area, battling any flies that have reappeared along the way. Once you've destroyed enough monsters, this should cause yet another rare monster to appear on the map, an Imanu. Fight and defeat him as you did the Executioner: with care. Definitely keep your HP in good condition if you mean to survive. It's particularly important to remember that although you're only fighting one foe, he may manage multiple attacks per round. Play it safe, whatever you do.



He's one monster, but he does serious damage.



A map is always nice.

After slaying that rare monster, continue along the wall and pass through the next archway on the left (the one we told

you to ignore previously). Here, there are some flies hanging out to the left. Defeat them and continue along the wall to a dead end. There's a treasure chest here that holds the **Heroic Ramparts Map**. Now follow the stream as you head back toward the right. You'll come to an excavation point. Use it and continue along the bank of the stream as you travel east on the map.

As you continue in this direction, you'll notice yourself coming to another rock wall with an arched gate leading through. You can also head either left or right of this wall to explore small little areas. Though there's nothing of interest along the left side, you'll find a treasure chest holding the **Greaves of Growling** if you travel around its right edge. Then return and pass through the gate.



Travel right before going through the gate and you'll find a treasure chest.



Exit through the western gate to make Ghor available on the world map.

You're now in a fairly wide courtyard. There are quite a few monsters here, so make sure that you take care of all of them. They're easily defeated if none of them get the drop on you. Once that's done, head to the left corner ahead of you, where a treasure chest contains **Medal of Strength(3)**, **Weapon Recipe 26** and **Weapon Recipe 27**. Then head through the next archway, the one that was opposite you as you first entered the courtyard.

As you come through this arch, you'll find a wide field ahead of you. There are numerous flying enemies here. Take care of them as you advance, staying on your guard as always to avoid surprise attacks. Flying enemies are particularly good at startling you, so watch the screen for indications that an enemy has targeted you. From the archway, head toward the right where there's a large set of boulders and some grass. Here you'll find a felling point, so be sure to use it.

Continue along the map as it leads east, battling any monsters you encounter along the way. You'll now reach another archway like you might recall seeing along the map's far western edge. Passing through this will take you back to the world map, and also will make Nagapur appear as a selectable destination.

Before you proceed to Nagapur, re-enter the Heroic Ramparts area and this time exit out the western archway that you previously ignored. This will open up a new area on the map, Ghor. You don't need to go there right now, but it's nice to have it available just the same. As long as you're taking care of quest-related issues, make sure that you've completed Emma's character-specific quest ('Bravery and Loyalty') from the pub in Athlum. It's a missable quest, so get it out of the way now if you haven't already. After that, you're ready to proceed to Nagapur.

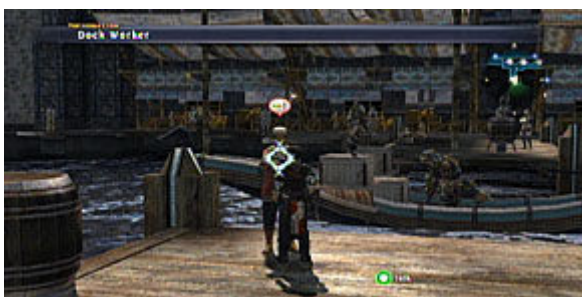
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Nagapur

You enter Nagapur along a main street known as the Flussbahn district. Pass along the street through the people milling about and exit out the other side. You'll return to the city map and Sudenalm and Nordenalm become available. Head to the latter of those two destinations, since that's where you can find most buildings of interest. Start by heading to the guild if you need to report in on completed tasks or recruit a new leader, which is along the buildings on the left as you head forward through the area. As for the area pub, it's a straight shot forward from the entrance to the area. If you talk to the bartender there, he'll tell you that you need to get on a boat in Flussbahn if you want to reach Wyrmskeep.

Items
None

You do want that very thing, so head to Flussbahn. From the entrance, veer to the right and head down the steps. At the end of the first dock to the right, you'll find a man with a red text bubble over his head. Talk to him and say that you need a ride. This will trigger a short cutscene. You'll be told that you need to go around town gathering information, then to talk to Emma and Pagus once you have done so.



Talk to the dock worker to kick start things.



Emma wants to see you when you have more info.

Head along the lower portion of the Flussbahn area now, keeping near the water, and you'll come across the warrior woman that you seem to find around each town. She has a red text bubble over her head. Talk to her and you'll trigger a conversation that reveals her name to be Emmy. Return to the city map and select Nordenalm again. There, start forward toward the pub. You should find Emma standing to the left of a tree. Talk to her and say that you're finished. She instructs you to meet her in Flussbahn, then disappears.

Even if you head to Flussbahn, you won't find Emma just yet. Instead, you need to go looking for Pagus. You'll find him by heading to Sudenalm. Start forward along the street, veering to the right, and you'll find him standing near some stalls with a red text bubble over his head. Talk to him and let him know that you've finished walking around town. He'll instruct you to come with him, then vanish from sight.

Now you're ready to return to the docks in Flussbahn. Selecting that district from the city map triggers a brief cutscene.



David makes his entrance.



The Aqueducts are a secret.

Following that cutscene, you're in Flussbahn. Emma and Pagus are nowhere to be found, so exit to the map and return to Sudenalm. There, you should find an old man standing near a gate behind where you met Pagus. He'll have a red bubble over his head. Talk to him to learn that you can also reach Wyrmskeep by way of Aqueducts. This will be useful information later in the game. Now you can return to the city map with an eye on heading back to Flussbahn yet again. You'll trigger a cutscene at this point. It seems that the need to return to Celapaleis has arisen.

Return to the world map. Now it's time to return to Athlum, as David mentioned. Do so and head to Virtus Parish, where you can recruit any leaders that you might have missed before. When you've made all of your party preparations, go to Athlum Castle. There a cutscene will take place. Following it, Emma leaves the party. Now you should return to the world map, where the next destination will now appear: Nest of Eagles.

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Nest of Eagles

When you appear within the Nest of Eagles area, you're in the middle of a grueling boss battle. Before you begin fighting, a few words to help you prepare...

The first thing to remember is that you should have three units in the battle. These should each have similar health going into the fight, at least 1500HP among each of them. It's also good to make sure that you have a healing-capable member in each unit.

Items

14,675c, Belt of Remembrance

Boss Battle: Invasion Force

This is easily the toughest battle up to this point in the game, unless you've seriously been leveling up your characters and completing difficult quests. The problem is that on this battlefield, you'll be facing a lot of enemy units. That wouldn't be so bad, except that two of them are led by particularly powerful generals who will make extremely short work of you if you allow yourself to get within handy range.

Begin the fight by taking care of the enemies in the upper left corner of the map. You should be able to take them out quickly, in one to two turns. Next, it's time to focus on the units that remain, leaving the generals for last because they both have far too much HP to go down quickly.

Aside from the generals, your biggest threat are the magus units. While you shouldn't leave yourself exposed just to get rid of them quickly, you also want to eliminate them as quickly as possible. Whenever there's a case where you can focus equally well on a strike or magus unit, go for the latter. Once the magus units are out of the way, then you can tend to the strike units and finally the generals themselves with their spectacular offensive attacks.



To win this fight, you have to kill every unit and also reinforcements.



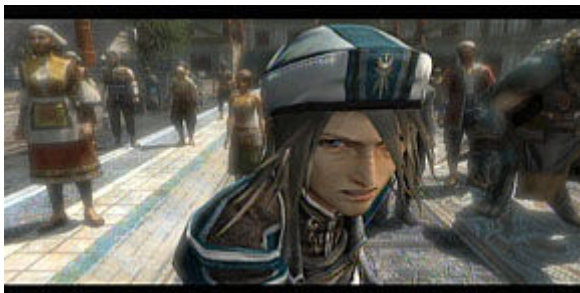
Castanea's hammer attack can do serious damage to your unions.

Of course, throughout the process you'll want to be aware of more support units flooding the field on behalf of the bad guys. You have a friendly unit of your own, but it can mostly just be left to its own devices. Mostly it's good as a distraction to keep some of the enemy heat away from you. Don't expect that group to actively assist you.

When it comes to the two generals, note that Castanea is the more dangerous of the two but that you need to be wary of both of them. Don't try to break free of any deadlocks that occur, unless it's to heal a near-terminal unit. Instead, let the battle flow as it wishes while always using any attack options that let you attack and heal at the same time. Hopefully, all three of your units are alive and well at this point, which will help immensely.

Periodically, you should see opportunities for Rush to use his powerful talisman attack. This is always helpful, since it can inflict serious damage on either of the generals. Definitely make use of that if it won't put you in critical danger of taking a hit from Castanea's massive hammer. By the time you have the fight down to just the two generals, victory should be much easier to attain. You can win this!

Once the battle ends, you'll witness a lengthy series of cutscenes. These reveal quite a bit, though few if any of the details that emerge should come as a total surprise if you've been paying attention.



Emma and the guards wait at the city gates.



Lord David explains some things.

When the cutscenes end, you'll be in the throne room in Athlum. Your number of permitted unions will increase to 5 and you'll be able to bring as many as 15 soldiers (including up to 6 leaders) to any battle. You'll also be able to recruit more of them, if you were running up against any limits before. Emmy will also join the party.

Lord David says that your next destination will be Nagapur, but you should make some improvements to your party first. Make sure that you have the maximum number of units assigned to unions (three groups of five soulders each is a nice number) and that you've received rewards for any tasks completed. If you mean to complete the majority of quests and tasks in the game, this is also the time to get any available ones out of the way, since you're about to pass a point where that will no longer be possible. While you're in Athlum, it's also a good idea to head to the Town Square. There, head toward the north exit, where a Yama is standing around just ahead of it and to the left. In this same area, you should now notice an exclamation mark. Investigate that space to find the **Belt of Remembrance** (a good item to have for the "Amnesia" side quest). When you've got everything in order and are ready to proceed, make for Nagapur.

Once there, select the Sudenalm area. Proceed along the path through the city until you come to the back wall, where Emmy is standing near a gate with a red text bubble over her head. Talk to her and then head down the stairs. At the bottom, turn left and walk along the water to find Lord David with a red text bubble overhead. Talk to him and select "Ready steady!" to enter the next dungeon: The Aqueducts.

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The Aqueducts

You'll appear in a long, narrow hallway. Head forward and you'll come to a device overlooking the water-filled canal to the right. Investigate it and then use it to make a platform float forward. Now you can use that to cross and then start toward the left, where enemies await. Note that the Barbarossa enemies have quite lengthy life meters and are capable of inflicting a lot of damage. Even the smaller guys breathe clouds of acid, so don't get over-confident just because you've cleared the battle at the Nest of Eagles.

Items

The Aqueducts Map 1, Curebulb(3), Defender, Faerie Herb (6), Justice Wristlet, Restobulb(5), Ring of the Patient Ear, Sword of Remembrance



A device by the canal.



Barbarossa is durable.

After you dispatch of that first group of enemies, head left over a bridge over the canal. There's a dead-end passageway here, with a treasure chest at the end that holds **Ring of the Patient Ear** and **Justice Wristlet**. Take those and return to the main pathway where you fought those enemies. Continue along the passage as it heads down a short staircase and comes to a fork in the path. There are enemies around here, so tend to them.

At the fork, head left unless you want to battle monsters unnecessarily (the right path is a short dead end). Here, you'll see another of the devices like the one you used a moment ago to move a platform. There are more enemies here, so take care of them first. Now proceed past the device and you can cross over to a waterside alcove with an excavation point. Use it, then backtrack to the device and use it to cross over a separate gap.



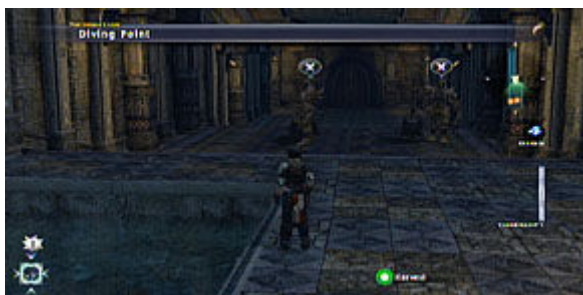
Left from here you'll find wailing larva foes.



Treasure chest at the dead end.

Here, you'll soon come to another split in the path with enemies patrolling. Head left if you're looking for a fight with some wailing larva enemies. They're pretty easily defeated but like to poison you. Along the path in the opposite direction, you'll come to an area with another of the moving platforms. This one bridges a gap to a small alcove where some enemies are waiting. Cross over it and defeat the enemies, then continue along the passage and defeat a wailing larva foe. Past that, you'll find a treasure chest at the dead end of the passage. It holds **Lure and Trap**.

Now return to where you crossed the platform and this time proceed along the passage (which is now to your right as you approach it after checking the treasure chest). You'll come to another of the devices capable of moving platforms, with enemies patrolling just off to the left. Defeat them, then be sure to check the water nearby for an underwater harvest point. Now use the lever to bring a platform floating down to you, then cross over it to the hallway on the other side. Proceed down that hallway and defeat the enemy you find along the way.



These guys like to rush you if you get careless.



A rusted ladder.

Past that enemy, keep an eye on the water to the left for another harvest point. Just past the pool of water, there's also a sparkling point on the floor that you can search to find the **Sword of Remembrance**. Beyond that, you should see some more enemies patrolling. They actually can see pretty far and will rush you if you allow yourself to become distracted... so don't. Tend to them before you allow yourself to relax a bit. When you're ready, pass through the door they were guarding to enter the next portion of the aqueducts.

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The Aqueducts (cont.)

Head forward along this wide passage and you'll come to a gap. On the other side, you'll see a treasure chest and a patrolling enemy. Closer, there's the top of a rusted ladder. Descend the ladder and walk left along the drained canal. There are some enemies along the way, but they're in plain sight and you should easily gain the initiative. Past those foes, there's a rusted ladder along a wall to the right. Climb up it and now you are on the other side of the canal. There's a passageway leading sharply left here, but first you should head forward to tackle the enemy patrolling ahead.



Torpedo monsters look tough but aren't.



Find this ladder left from the platform you move.

After defeating the monster, check the treasure chest and find **Sickbed**. Now you can backtrack to the passage that was on your left, but is now on your right. Follow it down a short staircase and ahead there's another large enemy to defeat. Do so, then take a moment to look around. You should see another of the mechanisms to move platforms, as well as the top of a ladder descending into a drained canal. There's also a dead end area up here where you can fight an enemy if it suits you.

Use the lever to make a platform go gliding further down the passageway, then descend the ladder into the canal. Proceed at this lower level to the branch in the path, taking care of the two enemy groups that wait there. You can head right where you found the enemies along a dead-end path that leads to a diving point. Otherwise, proceed along the

main path and take the second right passage. Follow this path, defeating enemies along the way. Be watching to the left as you navigate the canal. There's a ladder along one wall that's easy to miss unless you rotate the camera around to see it. You can climb up to defeat an enemy and then beyond that adversary you'll find a treasure chest that holds **The Aqueducts Map 1**.

Grab the map, then descend back into the canal. Continue along it until you come to the base of the platform you moved. A passageway leads left from there. Head in that direction to find the base of a ladder. Climb the ladder and you'll come almost immediately to another of the mechanisms that can be used to move a platform around. There also are some enemies up here.



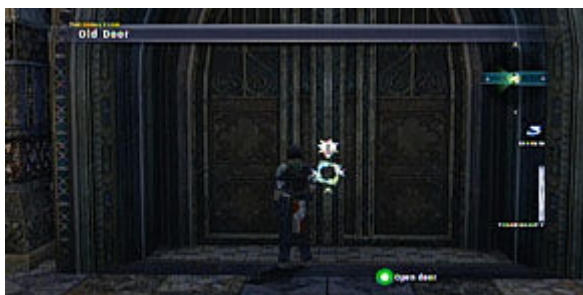
Tired of climbing ladders yet?



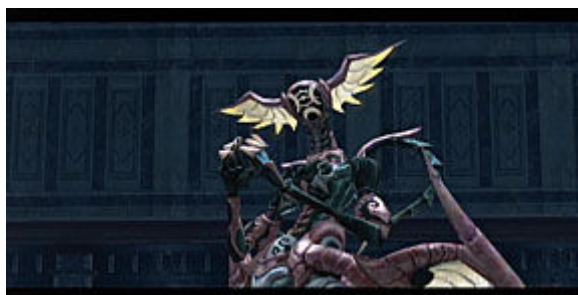
The path into darkness...

Defeat the enemies and then use the switch. This will move the nearby platform and unblock a passageway for you. Head back around and climb down the ladder you just climbed a moment before. From the base, you'll now want to head left along the newly-opened passage. You should find a transporter just ahead of a wide passageway leading into darkness. Save your progress, then proceed onward into the blackness.

Though you're getting close, you're not at the end of the aqueducts just yet. Continue forward along the wide canal, making sure to get the initiate on some enemies that you'll find waiting there. Beyond them waits a ladder. Climb up it and walk left. There's a treasure chest here. Open it to find **Defender**, a powerful sword for Rush. The chest also contains **Restobulb(5)**, **Curebulb(3)** and **Faerie Herb(6)**.



An old wooden door.



Irina this is not...

From the treasure chest, head right up the sloping path. You'll come to an old wooden door. Before you pass through it, make sure to save your progress and steel your nerves. It's also important that you rearrange your unions so that you now have four groups instead of three. Three of your groups should have four members each, while Rush should form his own group with two others (for a total of three in his union plus 12 spread out among the others). As for configuration, make sure that your heavy hitters are in the other groups, while the warriors you stick with Rush should be the ones with high HP. Finally, make sure that Rush has the Defender sword equipped.

When you're all prepared, pass through the door and to the area just beyond. You'll trigger a cutscene, which is followed immediately by a boss battle.

Boss Battle: Harpylia

This battle is with three groups of winged monsters. Though it would be a stretch to call them simple, they shouldn't provide much resistance if you've come to grips with your unions (as you most likely have following the previous boss battle at Nest of Eagles). All you need to do here is hit hard and fast with your most powerful attacks. The monsters are capable of hitting for some extreme damage that will all but wipe out a given union. However, they don't attack an abnormal number of times per round or anything distressing like that, so you should have plenty of opportunity to use healing skills between strikes. Focusing on one of the groups at a time (when possible without exposing yourself too

much) will make things simple. This fight shouldn't last long.

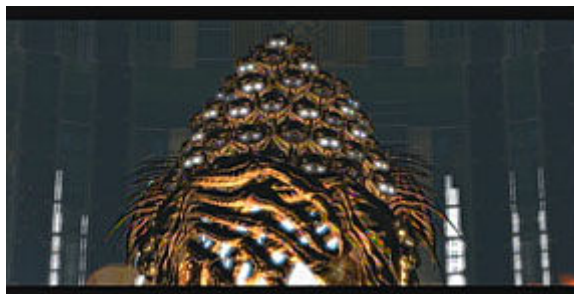
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The Aqueducts (cont.)

Once you emerge victorious from that battle, you'll witness a series of cutscenes.



Lord David remains strong against temptation.



Not a pleasant picture, not even a little bit.

When the cutscenes have ended, you'll immediately find yourself in another boss battle (without the opportunity to save, alas!).

Boss Battle: Gates Of Hell

This struggle is much more difficult than the one you cleared so easily a moment ago. Rush's union will have to waste two turns summoning a golem creature using the talisman. You have no choice in the matter, though you'll be happy to have the fellow hanging around in the near future. While Rush is busy summoning that helpful guardian, make absolutely certain that you do everything you can to keep up the HP of each other union participating in the battle. If you let one fall, its members will be brought back from the dead (via the enemy's Pandemonium attack) to serve the enemy throughout the remainder of the battle. Worse, they will attack with much more energy than you might imagine. If you have the proper items and skills, you can kill them and bring them back a few times, but this is still a step you should avoid having to take.

Focus on taking out those enemy groups one at a time, as quickly as possible. Leave the gate for last, since going up against it directly while tending to the other goons is a recipe for disaster. Plus, it'll mostly stay put for the first few turns.

Once the Gates of Hell monster does start moving, you'll definitely feel the effects. It rains fire from above and can make short work of any dwindling life meters, so it's even more important to keep up your life once the big boss comes into play. Translation? Make the most of your early turns so that by the time you're facing your main adversary, he doesn't have a bunch of companions to help whittle down your life meter. If Gates of Hell is the only enemy you have left to worry about and all of your unions are alive, focus on using attacks that let you heal as you battle. Attack with your most powerful combat skills, as well. If you don't see an option to heal while fighting, remember that your group members may also use helpful potions if you select the option to leave them to their own devices.

This battle can be won, particularly if you've cleared a few quests (in particular, the quest called 'The Secret Letter,' so that Rush can use more powerful items in battle).

Once you complete that challenging struggle, you'll witness a new series of cutscenes.



Orders aren't always followed.



Sure, insult the guy with the knife...

When the cutscenes end, you'll finally have the chance to save your progress. Then you'll appear in the next dungeon: Wyrmskeep.

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Wyrmskeep

Head left from where you first appear to find a treasure chest. It holds the **Cherry Pavilion Map**. Don't go through the nearby door just yet, though. Backtrack back to the right and go through the door that was ahead of you when you first entered. Proceed along that hallway, ignoring the staircase that leads down to the right (it only goes to an empty, dead-end room). When you come to the next room, there's a door leading left. Just beyond that door is an extraction point that you can search to find **Damaged Shield**.

Items

Cherry Pavilion Map, Cureleaf(10), Damaged Shield, Relaxing Herb(40), Restaleaf(10)



This extraction point rocks!



Behind these doors lies trouble.

Now continue through the door near the extraction point. You're now in a hallway that on your map looks like an upside-down 'T.' Ignore the north exit for now (wide double doors) and continue through the door on the room's left side, then through another door after that. Just left of that door, you'll find yet another treasure chest. This one holds **Cureleaf(10)**, **Restaleaf(10)** and **Relaxing Herb(40)**.

Now you're ready to return to those double doors. Save before passing through them, especially if for some reason you didn't save upon first arriving within this area. Now pass through the doors.



So much for a painless escape...

Lob Omen is your real threat.

Passing through the doors triggers a brief cutscene that serves as the prelude to another boss battle.

Boss Battle: Jager And The Lob Omen

As this fight begins, there are six enemy units with which to contend. Your first order of business should be whittling that down to a more acceptable number so that you don't take more damage than you can handle from the main threats: Jager and Lob Omen.

The Nagapurian Soldier units are relatively weak, so it shouldn't take you terribly long to obliterate them. Keep up your health the whole time, since Jager and Lob Omen will be doing their best to eliminate you. When you're down to just the two 'real' opponents, the same basic strategy that worked against Gates of Hell should again serve you well: use any battle commands that let you attack and heal at the same time, and remember that leaving your units to attack as they see fit will cause them to heal you as your health drops.

Of course, the enemies hit with enough ferocity that a weakened unit is unlikely to survive a head-on assault. As such, your role in this battle will be defensive (if your units have taken much damage at all) and offensive (when your unit is at full health) both. You should be able to win relatively easily at this point. Just focus first on Lob Omen (since he does the most damage) and then finish off with Jager at the end.

~~~~~

When you win the fight, a long series of cutscenes will be triggered.



The enthusiastic Conquerer.



Insert the second disc...

Watch and enjoy the cutscenes. When they end, you'll be prompted to insert the game's second disc. After inserting the disc, you'll hear a narrative overview of what has happened since the boss battle. Then you'll appear in the Athlum Castle throne room. Walk ahead to talk to Lord David, who has a red text bubble over his head. Your new goal is to find Remnants. Lord David states that one has been found in an area called Fornstrand. Leave the city and head to the world map. The new destination will appear as an option.

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**Fornstrand**

From where you first appear in Fornstrand, start forward along a path through a canyon. This is a lengthy hike, with numerous crab-like enemies along the way. You can gain the initiative and attack several groups at once if you like, but they're tougher than you might expect. Keep your health up if you decide to get greedy.

| Items                                            |
|--------------------------------------------------|
| 5200c, Charm Recipe 6, Fornstrand Map, Maelstrom |

When the path comes finally to a 'T,' head left first and follow that side path to find a dig point (on the wall along the left side). Along the right side of the path is an excavation point, and if you continue along the trail beyond that you'll find a treasure chest at the dead end. The chest holds **Maelstrom**. Now backtrack to the 'T' in the path and this time you'll be going right where you previous went left. Save your progress before you do so.



*These monsters are crabby.*



*A 'T' in the path.*

As you head right, watch the screen carefully in case you are targeted. There's a rare monster dwelling in this area called 'Seething Wind.' It will fly in from places unknown, so it can be difficult to see coming unless you're paying attention. Definitely don't let it gain the initiative on you. When you do find yourself battling it, employ the same strategy that you would with any rare beast: keep your health up throughout what will likely be a long fight (since rare beasts have such high HP) and hit with your most powerful combat arts when the opportunities arise. Note that the bird is fond of cursing your party members, which can result in a quick death the turn after they are cursed. You'll need to be ready to revive party members on occasion throughout. Fortunately, the monster seems mostly to do a round of cursing at the start of the battle. If you manage to survive through that, the remainder of its group attacks will merely strike for elemental damage (which you should be able to more easily survive).



*A huge bird? How special!*



*This attack is a royal pain.*

Continue along the path you're now following and you'll come to a place where it widens. Left is almost immediately revealed to be a dead end, though there are enemies to battle (including vultures that are easy to miss seeing, so be on your toes). If you head right instead of left, you'll soon come to another branch in the path. You can proceed straight ahead, or follow a narrow passage to your left. Head along that path to find more enemies guarding a treasure chest. The chest contains the **Fornstrand Map**.

Now return to the most recent branch in the path and continue in the direction you were headed before your detour (which is now to your left as you're coming back from grabbing the map). Continue along that path and you'll battle more enemies before finding the exit to the next portion of the Fornstrand region.



*Mmm, treasure!*



*An island of sorts.*

In this new area, head forward until the path widens. Here you can mostly go straight ahead, or you can veer off to the right. Start by doing the latter. Defeat the enemies in the immediate vicinity and then look around the center (at what looks like a small little island at the center of the shallow water). There are two points of interest here, one a dive point just ahead of the bit of land and the other an extraction point on the ground itself. Continue exploring the area beyond to come to the pool of water at the dead end. From the bank, you can investigate a dive point, if interested. Left of the pool, head up a trail to find a treasure chest at the end that contains **Leprechaun's Scissor**.



Now it's time to backtrack a bit. Head back down the trail you just ascended, and now you should veer to the right. Just keep following in that general direction and you'll soon be exploring the path that was straight ahead when things first widened. Continue along that trail and you'll come to another fork in the road. Here you can again go straight or right. Start by heading right.



Head to the right before going straight.



A transporter.

Along this path, you'll of course find more enemies and then reach a larger pool of water with an octopus-like enemy patrolling. There are plenty of smaller foes here, as well. Tend to all of those adversaries (though not at once unless you've powered up extensively, since they'll likely overwhelm you) and then check to the right at the end of this area. You'll find a treasure chest that holds **5200c** and **Charm Recipe 6**. There are excavation and diving points in the pool of water, as well, so be sure to also check those. Now you can go back to that last fork in the road and this time follow the path that led straight (which now is to your right).

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### Fornstrand (cont.)

Before you've gone very far at all on this path, you'll notice a bit of land extending to the left and overlooking the sea. There are some enemies relaxing here, so take care of them. Beyond the monsters, you'll notice a transporter. This would be a good time to save your progress. When that's done, continue along the trail and clear the area of the wolf-like creatures you'll encounter there. You'll most likely have to fight several groups at once, which can be quite the challenge if you don't remember to keep up your health.



Remnants are pretty!



Irina in the garden.

When you've beaten the wolves, it's time for an extended session of running around the world map. Start by continuing along the path and passing into the next area, where you'll witness a cutscene. Then it's back to the world map. From there you should return immediately to Athlum.

Back in Athlum, head first to Athlum Castle to talk to Lord David. This triggers a series of cutscenes. Following that, you'll appear back in the throne room. Lord David has a red text bubble over his head. Talk to him and he'll tell you that you have been summoned to Elysion. Return to the world map and head next to Elysion. Select the Assembly Plaza as your destination once you arrive. You'll witness another cutscene. Then it's time to return to Athlum. Exit to the world map and do so.

Once you return to Athlum Castle yet again, you'll witness another series of cutscenes. After those end, you can talk to Lord David. He promises to send for you when there's news. Exit to the city map, then head to Virtus Parish. There you'll find a soldier with a red text bubble over his head, standing near the corner of the pub. Talk to him and answer that you're Rush. He informs you that you're wanted back at the castle. Go there. Now there's another cutscene. When it ends, you'll find that you can now have 18 units in battle, 18 leaders in your party and up to 20 recruits. Irina joins your

party, as well.



*Time to make for Elysiom... again.*



*Lord David considers.*

Your next destination is Elysiom. Beef up your crew as you see fit, then exit Athlum for the world map and from there return to Elysiom. Once you arrive in that city, head to the plaza for more cutscenes. When those end, you should exit to the world map. You're now free to decide where to go. Heading to Athlum Castle will let you talk to David, who expands slightly on what you already know. Basically, it's time to head to the various capital cities to see why their respective lords have fallen ill.

Travel to Celapaleis and enter the Celapaleis Castle portion of the city for a cutscene. When that ends, exit to the world map. Next, go to Ghor. There, head to the castle for another cutscene. Once that ends, return to the world map. Now go to Athlum and head for the castle for another cutscene. Your next destination will finally be revealed: the fortress at Koenigsdorf. However, you can't go there immediately. Exit to the world map and there'll be a bunch of activity. Several bases (numbered from one to six) are revealed, as well as the fortress of Koenigsdorf itself.

To progress from here, you must complete each of the bases in any order you like. Different orders may work better for you than others. For the purposes of this guide, we'll be telling you how to defeat them in numerical order.

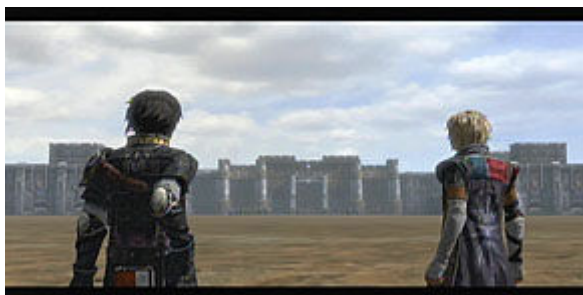
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#### Base 1

This base, like the ones to come, consists of battles with cutscenes between. When you first enter, you'll immediately participate in a prolonged battle with hordes of standard enemies. These folks are easily enough defeated. Just keep your health up and take them down one unit at a time as reinforcements pour in over the nearby bridge. Remember to attack the clerics with due haste to prevent unwelcome healing among enemy ranks.

#### Items

Brionac



*Surveying the base's walls.*



*Snieven is narcissistic, to say the least.*

The battle can drag on for a bit, but hopefully David will be able to use his Gae Bolg attack at some point. This can quicken things considerably. Following victory, you'll witness a cutscene and then it's time for a boss battle... without being able to save your recent victory over the guards.

## Boss Battle: Snievan

As this battle begins, there are six available units to target. That's a much higher number than you really want to see stay in combat for long. Focus first on chipping away at the weaker units, starting with the two units listed on the right.

It probably won't be long before you find most of your attacks being intercepted by weaker units, which is fine just as long as you focus on taking on the magician-type enemies (the ones with the long, floppy ears) at every opportunity. Otherwise, their sorcery will drain your life meter too quickly.

For this battle, it's also important that you have the ability to revive fallen comrades. Snievan has a special attack that can pretty much insta-kill a whole unit in a single turn, so you'll need to be ready to bring your allies back a few times depending on how long the fight lasts. Thankfully, despite all of that, the battle isn't terribly hard (even with low battle levels) if you just stick to the strategies that have carried you so well to this point of the game.

When the battle ends, you'll receive **Brionac** and will witness another cutscene. Then you can return to the world map to tackle the next base. Before you do that, talk to the Duke of Ghor. You should talk to him after each and every base has been cleared to avoid an important missable side quest.

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## Base 2

As was true of the first base, your assault on the second one will begin with you battling troops outside castle walls. There are seven units at the start of this particular battle.

### Items

None



Seven units? Not good!



Zuido the... philosopher?

The plan of attack that worked with the first base needs no tweaking, so go into battle the same way and anticipate a reasonably easy victory if you don't get careless. The escort units should fall easily, perhaps as quickly as the first round. The special squads are fairly weak defensively but can deal out a lot of damage if you let them stick around too long... so don't. Also like before, you can expect more soldiers to pour in on the enemy's side throughout the course of the battle, but don't feel overwhelmed. They'll be toast soon.

Once you emerge from the battle victorious, there's a cutscene and then you're taken directly to a boss confrontation (again without the ability to save first).

## Boss Battle: Zuido

This fight isn't really all that different from the boss battle in the first base. You'll start with six units to tend to, and should take care of Zuido last. Focus on taking care of the weaker units, with a special emphasis on the ones that can use magical attacks (they're the units with the bigger ears, if you're having trouble telling everyone apart).

Once it's down to just you and Zuido, things should go fairly smoothly... just as long as you haven't lost too many units by then. Of course, that's the key: keep your health up throughout the whole fight. If you don't, you'll find that Zuido will



take down one of your units each round. If you've already lost your most powerful healers, he'll make short work of you. Otherwise, the fight should simply be a matter of endurance and you should be able to win if you can survive through another 10 or 20 turns.

When you win, you'll receive lots of treasure and head back to the world map in fine shape to tackle the third base, or to tackle some quests if you're finding the battles too difficult. Also: talk to the Duke of Ghor.

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Base 3

The third base begins with you facing off against five enemy unions. Tend to them and you'll have to watch as three more enemy unions join the field. Keep battling through the waves of enemy reinforcements as is typical of these base assaults. Remember that you can win by taking out the enemy's tactical leader, even if the battlefield is still flooded with enemy units. Once that's done, you'll trigger a cutscene.

| Items |
|-------|
| None  |



Ludope is displeased.



His area attacks are a nightmare.

Following the cutscene, it's time to battle another boss.

Boss Battle: Ludope

There are again six units for this boss battle. As usual, take care of the peons before focusing on the dangerous leader. Also, keep up your supply of health because Ludope is capable of using devastating area attacks and will do so throughout the battle. The key here is to focus on one or two units at a time, when possible. This will eliminate enemies from the field more quickly. Alternatively, if you have David leading a unit, you may get lucky and be able to use Gae Bolg early in the battle to eliminate all but Ludope almost immediately.

When it's down to just you and Ludope, prepare for a long fight. Combat arts will work best at this point, so try to focus your energy on using those while applying any available buffs and selecting (when possible) attacks that either heal your party members while fighting or allow them to make their own decisions. The results should be about the same either way, and should keep you alive long enough to beat Ludope.

Even when it looks like things are going your way, remember that keeping up your health is absolutely critical. Ludope has standard area attacks that you might think you're used to and can survive, but every once in awhile he does something particularly bad... like cursing your party members (at which point they're much more likely to die) or using a super-powerful Galaxy spell that can wipe out all weaker units in a single turn. It's a tough fight, particularly if you're battle rank is below 50 or so, but it's very doable.

Head to the world map and save your progress, then chat it up with the Duke of Ghor. After that, make for the fourth base.

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#### Base 4

By now, you know the drill. Take out the leader of the group of soldiers that will pour out onto the field during the course of the battle. For the most part just focus your attacks on whoever is convenient. When the tactical leader finally arrives, have everyone wait on him for awhile and you should win the first phase of the base pretty easily (assuming that you're keeping up your health, as always).

#### Items

None



Two of the most irritating bosses in the game.



Their joint attack inflicts some serious damage.

Once you defeat the welcoming party, then it's time to head into the base itself for a cutscene and boss battle.

#### Boss Battle: Hannah And Hinnah

This battle is with two twins, as well as four support units. Start by tending to the support units one at a time. Get them out of the way as quickly as possible while keeping your health meter high. Unfortunately, the twins move quickly enough that it will feel like you're battling twice the number of units that you actually are. It's absolutely critical that you turn the tide of the battle in your favor immediately and keep it that way.

If you can quickly work things so that you're only left dealing with the twins, they themselves are not so bad. Still, they'll be attacking frequently and giving themselves all manner of buffs. It can be exasperating to sit through a round just because it seems like they get so many turns to attack compared to your slower warriors (thanks to frequent deadlocks), but don't allow yourself to lose focus. Just keep slowly chipping away at their life meters. Also, focus all of your attacks on a single twin as possible. Finishing off one twin will make the remainder of the fight simpler, since the double attack will no longer be an option. The remaining twin can use an overdrive to attack several strikes in a row, but you should still be able to survive that and win the day.

After the battle ends, you know the drill: lots of experience and goodies, then it's back to the world map. Make a quick stop by Ghor to talk with the Duke, then save your progress on the world map before heading to the next challenge.

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#### The First Path

Head to Celapaleis. In the guild, talk to the little guy standing to the left of the desk where you receive tasks. He'll reference a labyrinth of dungeons. Now exit to the world map. A new destination will appear for you to explore. Note that this dungeon is optional, but it's an important place to visit if you're looking to increase your battle rank or to complete various tasks. If you find that the

#### Items

1200c, First Path Map, Fresh Oil(3), Heels of Victory, Liberty Belt, Mystic Fiend Ale(3)

base bosses are kicking your tail, there's no better place to level up your warriors. Just remember not to buff them up too much, since bosses level up along with you. The trick is to become strong enough that you can survive conflicts with your opponents, but not so strong that they in turn learn new moves that will obliterate you in combat.

If you're not having any trouble in the bases, naturally you'll want to save any exploration of The First Path for later.



*A labyrinth awaits you...*



*A treasure chest. Always a welcome sight!*

When you appear at the entrance to the zone, head forward and pass through a large door. You'll now be at the top of a tunnel leading down a torch-lined slope. Head down that slope and you'll come to some enemies standing in front of a 'Y' in the path. Take care of them. You now have two options to proceed, both of which will take you along lengthy excursions.

The path to the left is the much shorter of the two, so start there. Head along the passage for awhile and you'll come to some stairs lined by torches. There are enemies patrolling at the top of the stairs, so be ready for them. Past that, you'll come to a 'T' in the path. The right branch almost immediately comes to a dead end at the top of a jagged cliff. Heading left will take you toward more monsters. Defeat them and continue down that passage. You'll come to a 'Y' in the path. Head along the branch to the left (the one on the right is just a dead end at the base of a cliff). You'll find a felling point here, and some enemies. Otherwise, you've reached a dead end.



*The stairs are a sign that you're going toward a dead end.*



*The felling point at the dead end.*

Now you should backtrack to the first 'Y' you encountered upon entering The First Path. This time, proceed along the branch leading to the right. Here you'll come to a second 'Y' in the path. The left branch is a dead end with nothing of interest and the right one leads to a third 'Y' in the path. Head left here and you'll come to the top of a jagged cliff.

There's an area leading off to the left, back in the direction you've just come, so head along that until you come to a 'T' in the path. Left is a dead end, while going right along the path will allow you to find an excavation point. Continue along the trail past that excavation point to come to another 'Y' in the path. Left is the base of a jagged cliff, while going right takes you to a dead end with a treasure chest. Open the chest to find **Mystic Fiend Ale(3)** and **Fresh Oil(3)**. There's a dig point in this same chamber, as well.

Now it's time to backtrack a bit. Turn around and start back down the passageway you just followed. Go left at the 'T,' left again at the next fork in the path, follow that path as it turns back on itself toward the right. When you get to the next intersection, this time you should head sharply left into territory you've not yet explored.





*The branches all start to look the same.*



*This 'T' in the path at least has distinguishing features.*

Along this path, you'll come almost immediately to a 'Y' in the path. There's a digging point along the wall here, as well. Going right leads promptly to a dead end, so follow the left branch instead. You'll soon come to another 'Y' in the path.

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### The First Path (cont.)

This is an important intersection, so make a note of it. For now, follow the left path, though you'll come back here momentarily to follow the right path. You'll find that the left path curves gently to the left before coming to a 'T' where you can go left or right. The way left is a dead end at the base of a cliff, so go right. Here the path grows narrower. An enemy likes to hide beneath the soil and will burst free of it to try to surprise attack. Don't let that happen.

As you continue along the path, it will come to a 'T' with the outline of a building in the wall. Left is a dead end, so head right. The room expands into a more open area, though it is a dead end. Along the back wall, you'll see a treasure chest that you can open to find **1200c**. Now it's time to backtrack to that intersection we said was so important. This time, you'll take the path to the right.



*Sometimes you have to take the plunge.*



*Digging point amid rubble.*

Along that path, you'll find some enemies patrolling just before the top of a cliff. Jump off the cliff when prompted and you'll drop to a new area below. Now head forward along the path and you'll come to a 'T' with a digging point built into some rubble straight ahead.

Head right from that intersection and you'll find a 'Y' in the path. Go left to find an excavation point almost immediately, and beyond that a treasure chest that contains **First Path Map**. The other path at the 'Y' is a dead end at the top of a cliff. Backtrack to the intersection with the digging point. The path left from there leads to some enemies, along with a chamber that contains a transporter. Past the transporter, there's a path you can follow deeper into the dungeon. Save your progress, then head down the stairs and into the next area.



Head down those stairs to the final portion of the First Path.



What a view!

At the base of the stairs, start forward. You'll soon come to a 'Y' in the path. Start by taking the branch along the left, where you'll soon meet an enemy. Defeat him and check the wall behind where he was patrolling to find a dig point. Now return to the 'Y' in the path and this time head along the main branch that leads to the right. You'll come to another branch in short order. The path to the right has an excavation point and a treasure chest that contains **Liberty Belt** and **Heels of Victory**. The path to the left leads to a doorway.

Head through the doorway and you've reached the final portion of the path. Take in the sights, then head back to the portal and warp out of the dungeon to the world map, now a much stronger warrior!

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## The Second Path

If after completing The First Path, you're still not confident in your ability to find victory at the bases, there are still plenty of places to beef up your troops. You can find The Second Path by heading to Athlum. There, talk to the Knoweldgeable Yama in Virtus Parish. You'll find him at the end of the long alley that goes past the pub. He says that a new path to Sidenbur has been found to the north. Exit to the world map and you'll be able to enter the new dungeon.

### Items

Boggart's Trappezlod, Cage, Second Path Map, Siren's Square, Zane's Ring



Talk to the Knoweldgeable Yama in Athlum.



The Second Path is much like the first in appearance.

Once you enter, head forward to a door. Investigate it to open it, then continue along the path and you'll come to the top of a staircase descending into the earth. Follow that downward and tend to the enemies you find at the bottom. Past them, you'll come to a crossroads in the path. Straight ahead, the path comes to a dead end at the base of a jagged cliff. That leaves you to explore the two paths to the left and right.

Start down the path to the left first. There's an excavation point along the wall to the left, and an enemy lurking in the shadows just beyond. Defeat that foe and continue along the path until it reaches a sharp bend to the right. There's a diving point at the corner here. Make use of it, then continue down the path as it follows the right turn. You'll come to a 'Y' in the path. Left just leads to the base of a jagged cliff, so head right instead. Along this path, you'll find yourself at another sharp corner to the right. Check the wall along the left here for a digging point, then continue along the path to the right.



*Three options makes for a lost adventurer.*



*Who is Zane and why is his ring in this dungeon?*

Now you'll find yourself heading uphill. Continue along the path until you find yourself at a three-way intersection. Straight ahead, there's a drop-off to an area below, while to the left and right you'll find paths on more normal footing.

Start by heading along the one to the left. You'll soon come to a place where the path doubles back left to the base of a cliff, though of course you can't climb it. Ignore that and continue along the path ahead, where you'll come to an intersection. Here you can go right or continue straight ahead. Go with the latter. You'll reach a room with an enemy that rises from the soil, as well as a treasure chest that contains **Zane's Ring**. Grab that, then turn around and start back in the direction you just came. The path leading to the left (formerly it was the right) leads uphill to the top of a jagged cliff drop-off, in case you're curious. Continue past that and find yourself back at the three-way intersection.



*You'll battle lots of Charybdis enemies along these corridors.*



*Now to see what was along the path to the right...*

This time, you'll want to go along the path that was to the right as you originally approached, which means straight ahead as you're coming back from grabbing Zane's Ring. Here, you'll come to another intersection. The short path left leads to another cliff drop-off to an area below. Straight ahead, a trail climbs up a short passage to a dead end with yet another drop-off. Meanwhile, the path to the right leads to corner and turns left. Follow that until you reach a 'T' in the path. Here, you can go either left or right. Heading right will take you to the base of a drop-off and going left will lead you back to the crossroads that you first encountered upon entering The Second Path.

Head up the hill and defeat the enemies you find at the top. Then check along the left wall for a digging point. Continue along the path and you'll next come to a fork where you can go either straight or sharply to the left. Going straight just takes you to a drop-off, so don't go that way. Head left instead. Almost immediately, you'll come to another fork in the path.



*Why must caves always be such mazes?*



*A treasure trove of oddly-named goodness.*

At this fork, you can head either left or right. Start by going right. Follow the path as it works downhill and finally comes to a wider room at the bottom. Along the right side here, you'll notice an enemy and a treasure chest. Defeat the enemy, then open the chest to find **Boggart's Trapezlod** and **Siren's Square**. From this room, you can head left along the path, defeating another enemy bunch along the way. At the top, you'll find an excavation point and the path comes to an end at the base of a cliff.



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### The Second Path (cont.)

Head back to where the path forked. This time, you'll want to take the one that went to the left (which will be on your right as you approach the intersection after grabbing the goodies from the treasure chest). Along this path, you'll come to a 'T' where you can head left or right (which we'll call 'The all-important T' for a frame of reference). There are plenty of enemies roaming close by, so take care of them to give yourself some breathing room.



*There are numerous enemies at this 'T' in the path.*



*Is that a treasure chest I see?*

Once you're free of interruption from enemies in the immediate vicinity, continue your exploration by heading right from the 'T.' You'll probably find a few more enemies close by, so take care of those. Past the monster hazard, you'll continue downhill and then come to a fork in the road. A short way along the right branch here, you'll find a treasure chest that holds **Second Path Map**. As for the left branch, it leads uphill. Start climbing, defeating any enemies along the way. There's an opening in the wall to the right for a short path, but it's a dead end with nothing of interest. Just keep ascending and at the top, the path continues straight or you can follow a branch leading to the right. Do the latter. You'll find an excavation point near the end of the path. Use that, then return to the main path and continue toward where an enemy is patrolling. Defeat him and keep following the path.



*Stone walkways and torches are all the rage in abandoned ruins.*



*A sealed door? Oh, c'mon!*

Now you'll come across several stone railings that line the path. Those in turn have torches burning along them. There are no enemies in the immediate area, though. Keep following the corridor and after the walkways, you'll come to a sealed doorway. You're not allowed to enter it just yet. Still, it's nice to know where to find this location. Go ahead and turn around now. You'll want to backtrack all the way to the all-important T (noted above). You're now returning from the path that was on the right. This time, head along the path that was to the left, which as you're returning from the direction of the sealed door is now directly ahead of you.

Travel along this path until there's a branch leading off to the right. If you follow it, you'll find yourself at the base of a jagged cliff, so there's no reason to go down it from this side. Instead, continue along the main trail and you'll come to a 'T' in the path with patrolling enemies. Defeat them, then head along the trail as it continues to the left (there's a brief passage leading to a dead end on the right, but there's nothing there of interest except the base of another jagged cliff).



Enemies sure love these caverns!



Useful to reach the dungeon's entrance...

As you continue along the trail, you'll next come to another fork in the path. Straight ahead, there's a drop-off that leads to the crossroads you encountered upon first entering The Second Path, which is useful if you want to go there now in a hurry. If you don't, though (and you probably don't), follow the trail leading right instead.

Along this route, the path proceeds uphill, where two enemies are patrolling. Tend to them and use the nearby dive point if you like, then continue along the path as it turns right around a corner and continues in that direction. Expect to encounter enemies along the way, and past them you'll reach a point where the path splits off to the left. Head along this route to find a felling point you can use. From it, you can see a view of another portion of the dungeon that you've not yet explored. Don't worry; we'll get to that soon!



A felling point with a view.



The door in Siebenbur.

For now, continue along the main path as it leads to the right. Here you'll notice a branch leading off to the left, which you should follow since the main path ahead just leads to a drop-off you don't want to take. Along the path to the left, you'll encounter several more monster unions. They can be fairly tough, so you might want to save your progress before heading toward them. When your ready, brave the monster encounters in the hallway. Beyond that, you'll find a portal and a stairway leading up along the path.

You'll soon exit into the next portion of the cavern, though your map is no good here. You've actually reached Siebenbur itself. Start forward down the stairs and continue along the path until you come to a 'Y.' Here, you should first go right to find a dig point, then follow the left path to head deeper into the cavern. You'll come upon two enemy units here, and beyond them a large door. Defeat the enemies, then head for the door.

Through the door, head right to find an excavation point and left for a treasure chest. The chest contains **Cage**, an upgrade to an existing formation. Now you can return to the portal and exit to the world map, as you've done everything you can in The Second Path at this particular point.

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## Base 5

This base invasion begins with six enemy units serving as defense. More will naturally flood in over the course of the battle, which is likely to wage on for quite some time. Keep your health up as usual, and be sure to make taking out any 'special' units a priority, since their area attacks can devastate your unions if they are allowed to connect.

### Items

None



*Gae Bolg sure is nice to have around when storming bases!*



*Young's Brawl attack is devastating.*

When you win that entryway battle, you'll trigger a cutscene before heading immediately into another boss encounter.

### Boss Battle: Young

There are six units as this fight begins, so whittle that down quickly to just the one. As usual, you'll want to start with any adversaries that are capable of area attacks (the two units on the far right), but the most important part is to focus on one group at a time and not leave yourself too open for powerful attacks from Young himself.

With any luck, you'll manage to eliminate the weaker folks without losing any of your own units, at which point Young shouldn't present too serious a threat. Certainly his attacks can do a lot of damage (his Brawl attack that he uses every round is often enough to wipe out more than one unit at once in a single turn, depending on your battle rank), but you have the advantage of numbers.

Your strategy should be to select attacks that let your party play by ear or heal and attack simultaneously, even when things seem to be going your way. It's possible that you'll miss the occasional great attack in this fashion, but playing it safe (and patient) is the most likely path to victory. Don't be afraid of breaking free from a deadlock, either, since you're actually better off that way so that you can manage attacks from his flanks every now and again. This is especially true during the early portions of the battle, where not having Young deadlocked can at times prevent him from even using his Brawl move.

Young has an extremely lengthy life meter (nearly 200,000 from what we could tell, if your battle rank is in the high 70s), so you'll have to wage a battle of endurance. If your levels are too low and his Brawl attack instantly kills a party that has full life, that's an indication that you need to go out and raise your battle rank before another attempt. Just don't raise it too high, since doing so will actually make Young tougher to beat as he learns new skills.

Once you manage to win, take your loot back to the world map (though let David have the Frost Blade if he requests it) and save your progress. You should also make a stop by Ghor to talk to the Duke. Then it's time to head to the last of the numbered bases.

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### Base 6

You've finally made it to the last raid on a numbered base. This fight begins with you facing seven fighting groups on the field. By now you should be able to do this part of the battle in your sleep. Just keep focusing on one union at a time, removing them in that fashion until the leader arrives on the scene. It'll take awhile, since there are around 25 units to go through before the leader finally shows up with four more unions by his side to keep him company. When he does join the battle, hit him with everything you've got.

#### Items

None





*So many soldiers will die at your hand today...*



*Milton thinks he's all that, but he's not.*

Once you defeat the leader of the soldiers, you'll move into the base itself to take on the resident general.

### Boss Battle: Milton

Milton sweeps onto the battlefield with five unions by his side. Three of those are magic users, so be sure to take care of them as quickly as you possibly can. Otherwise, the fight will be a struggle the whole way through. Once the magus-type enemies are gone, take care of the more standard soldiers and then Milton himself.

You'll find that Milton isn't a very tough opponent... most of the time. However, you should keep your health maxed out to the greatest extent possible. The fight will drag on for quite some time, and near the end your wily opponent will use a move called 'Iron Will.' This move allows him to repeatedly attack you (without you getting a turn) and each blow inflicts severe damage. It will quite possibly result in a union or two biting the dust before it's finished.

When that rampage ends, immediately bring everyone back from the dead that you can--if any died--and press around him to inflict the most damage possible in the shortest amount of time. Naturally, you should also refill any dwindling life meters. Once that's done, fall back into the old pattern of keeping your life meters full while hitting him with powerful attacks.

One final note is that if you can summon someone to deadlock Milton, it will absorb any of his attacks for most of the first portion of the battle, until you've taken care of Milton's minions. This is a fantastic way to make the battle much simpler, so definitely take advantage of it if the option arises. Either way, this fight shouldn't give you anywhere near the trouble that the battle with Young may have.

When you win against Milton, you'll receive your loot as usual. This was the last of the bases, which unfortunately means that you're not quite ready to go back to the world map and save.



*Something... isn't right.*



*This is bad. Really bad.*

As you sit back and think that the end of the area has arrived, a new cutscene plays out. When it concludes, you'll find yourself in *another* boss battle.

### Boss Battle: Cyclops

This battle is a toughie. The problem is that the cyclops uses the Gae Bolg move every three or four turns (including right off the bat, so that the fight immediately starts out on the wrong foot). As you'd imagine, your unions do no better against that magnificent attack than your enemies have throughout the game. Since you've cleared the six bases, you

probably have enough HP to withstand the blast of the Gae Bolg, but then the cyclops follows that up by using huge arm swings that inflict severe damage on any unions that have gathered around him to attack.

Because of this dynamic, the best option for the fight is to use all-out attacks (or attacks blended with healing magic) for any unions that can't revive party members, then let those who have the power to revive and cast powerful healing spells do precisely that. Don't waste time using too many powerful attacks from those individuals, since then they might not have enough juice left when the time comes to revive fallen comrades.



Those specks are your party members about to get hit by Gae Bolg.



If you're lucky, you'll get to see this sight in a moment...

Generally, the way the battle goes is that you'll take heavy damage from the Gae Bolg and Arm Whip attacks, then spend the next turn or two reviving party members and healing one another while trying your best to avoid weaker physical attacks and Catastrophe explosions from the cyclops. Then you'll have a round or so where you can unleash a crazy attack from a few party members and the pattern repeats. You can survive this fight by more or less sticking to that routine. It may take awhile, but in the end you'll win.

When you finish the fight, another cutscene follows. Then you can finally collect your rewards and return to the world map to save your progress. Before heading to your next challenge, make sure that you talk to the Duke of Ghor (as you should have done upon completing every previous base battle).

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Koenigsdorf

When you enter the Koenigsdorf area, you'll witness a brief cutscene.

| Items |
|-------|
| None  |



David looks pensive.



When Ala Melvilana enters the fray, you'll know it.

Following that cutscene, you'll find yourself in a boss battle.

Boss Battle: Ala Melvilana Synthesis

This battle begins by forcing you to work your way through a battlefield full of standard soldiers. Your real target isn't

even available at first. Go ahead and work through the masses, but don't assume for even a second that it'll be easy going. These guys have significantly enhanced defense and if you don't pay attention they'll make complete mincemeat out of you. The same strategies work here that allowed you to defeat the soldiers you fought leading up to the numbered bases, but now you have to exercise more caution.

Once your actual target comes into play, you'll probably still have smaller units running around the battlefield. Continue to focus your attacks on them until they're all gone, but it's important now more than ever that you keep your HP at near-full levels. Ala Melvilana has an area attack that it uses that will hit all of your unions at once. None of them are likely to go down from it if your health is in good shape, but it can really wipe you out if you've allowed other unions to damage you too much.

When it's down to just you and Ala Melvilana, continue to hit it with strong attacks but remember to leave AP for your healers so that they can heal and revive units instantly if the need arises. If you wind up having to wait a turn to charge up enough AP, that could be one turn too many and end your fight. Otherwise, you should be able to survive the attacks from your main adversary for long enough to build up some serious damage and finally defeat it.

After the battle, you'll witness a lengthy series of cutscenes. Following that, Irina is no longer in the party and you'll be standing in Athlum. Don't forget to replace her with another warrior if you had her active in one of your unions. You can talk to David on the throne (he has a red text bubble over his head). Exit to the world map and The Sixth Path will appear as a destination you can select. It's not time to go there yet, though. You'll want to go to Darken Forest instead, which should be available on the map already if you've been completing side quests.

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## Darken Forest

When you appear in Darken Forest, start forward along the path. There are some tough enemies here that drop seriously nice loot if you tackle them in groups, so tend to them quickly and keep moving until you trigger an extremely brief moment where the fog lifts from the forest. Now save your progress and head forward again.

### Items

Banshee's Octagon, Cuchulainn's Heart, Darken Forest Map, Darken Forest Map 2, Kobold's Halfdutch, Riptide, Weapon Recipe 56



*The foggy forest is always good for an adventure...*



*The removal of fog makes things even better!*

You'll come to a branch in the path where you can continue ahead, or journey off to the left. Though the path to the end of the dungeon is the one leading straight ahead and over a stone bridge, you'll probably want to take a detour off to the left first. Remember this intersection, though, because you'll be coming back soon.

Start off to the left, into an area you've probably explored in one of the side quests. The trail will widen to allow passage to either side of a large tree. Head around the tree along either side, being careful because of the enemies patrolling. These mandragora-type enemies can be quite powerful if you attack them in groups, perhaps even moreso than some bosses you've encountered (depending on your battle rank). Proceed with caution. From the tree, you have two options. You can either head left along the hillside to find another tree and beyond that a treasure chest holding **Cuchulainn's Heart** (which you may have grabbed already if you came here on a side quest), or you can head down the gentle slope to the right to explore the basin of this area.





Head down the hill to explore the basin area.



The stone bridge as seen from below.

Head down into the basin. If you haven't done so on a previous visit, follow the outer edge of that basin to reach a treasure chest that holds **Darken Forest Map**, which can obviously be helpful. Once you have the map, head left from the base of the slope. Here, there's a path that winds around the left side of the basin. Defeat any enemies that assault you on the way and follow that path around to a point where you can look overhead to see the stone bridge above you. Pass underneath it to reach a dead end where you can find a felling point. You've now thoroughly explored everything this first portion of the forest has to offer.

Return toward the start of the area, to the intersection a short distance ahead of the stone bridge with pillars lining either side. There are more monsters here, as well as an excavation point left and just before the bridge (against a rock wall), so tend to them and then cross the bridge. The path will now continue ascending a hillside, with a few twists and bends but nothing that should cause you to get lost. As you come to the top of the area, there will be a tree with a short path to a dead end at the left. An enemy may break free from the soil here to attack you. To the right, you'll find a massive door leading to the next portion of Darken Forest. Save your progress, then pass through it.



The Mandragera enemies throughout this Darken Forest are tough and plentiful.



A door in the forest.

On the other side of the door, you'll find yourself at a crossroads of sort. There are trails leading left and right, plus another that advances up a staircase directly ahead of you. The right path is an immediate dead end, and the left path contains nothing but more enemies and a felling point. Head up the stairs.

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## Darken Forest (cont.)

At the top of the staircase, you'll arrive at a 'T' in the path. Going left allows you to follow a twisting path around to the base of a staircase. Climb it and then continue along a hallway. There's a digging point along the right side here. Continue past that until you reach a treasure chest at the end of the passage. It holds **Riptide**, an upgrade to an existing battle formation. Return to the 'T' in the path.



Head left from the 'T' for Riptide, or right to continue through the dungeon.



Another map. Yay!

Heading right from the 'T' will take you to the base of yet another staircase. Ascend the stairs and follow the path as it heads sharply to the right before rounding a corner and returning toward the left. At the corner, an enemy will emerge from the ground to attack, so be ready for that. Continue along the path. Follow it down some stairs and then along a corridor to the left. Here, you'll notice some steps that descend to the right, and just past that the passage continues briefly to a dead end. Go past the stairs to the dead end to fight some monsters and head out onto the pedestal where they were standing. Along it, you'll find a treasure chest that you can open to obtain **Darken Forest Map 2**.

Now backtrack a bit to the staircase descending toward the valley floor that you could see from where you got that map. At the base of those stairs, there's nothing to the right but an enemy. More of them wait to your left, as well. Defeat them, then continue left and you'll see a path taking off to your right, uphill. Ascending this will lead you to the exit of the area, but you're not ready to go that way just yet. Instead, continue left and follow the path around to find a large tree at the center of a stone plaza. There's an excavation point to the tree's left, plus you can walk around behind it (while battling enemies, naturally) to find a digging point. Now return to the path you passed a moment before, noting that there's a transporter a few paces to the left of it if you're interested.



Climb the hill to proceed through the forest.



A last chance at treasure...

After you climb the stairs, you'll find yourself walking along a long, narrow path. There's a fallen tree here with a dig point. Don't let yourself be distracted by it, though, because just ahead of that an enemy will break free from the soil to attack you.

Continue past that point and down some stairs, into a wider area again. There are more enemies here, so defeat them quickly and head toward the opposite end of the little valley. On the way, check the first pool of water on the right for a dive point, and keep along the left side to find a treasure chest that's easy to miss because it blends into the surroundings. It holds **Kobold's Halfdutch**, **Banshee's Octagon** and **Weapon Recipe 56**.



Rush has a way with words.



A battle with Anima.

Save your progress before heading through the opening just beyond the treasure chest. When you pass through, that'll trigger a cutscene sequence and then you'll find yourself in a boss battle.

## Boss Battle: Anima

This fight isn't particularly impressive compared to some you've recently seen. If there's any benefit to the numerous monster battles you faced while traversing the forest, it's that they have also increased your strength enough that the battle with Anima should be breeze. You'll simply have to take on three units, so focus on wiping them out one at a time. They don't have particularly long life meters and may fall to your attacks even more easily than some of the mandragora monsters you've faced on the way to this confrontation.

The main thing to keep in mind is that the Anima creatures are capable of enthralling some of your units. If that happens, you're in trouble because your own forces are much more powerful than anything the boss monsters throw at you directly. The best strategy for this fight seems just to be a solid offensive approach. If you do that, you can probably win the battle before the need to heal becomes urgent... and hopefully before too much enthralling happens. Summoning Cyclops to help you in the first round--and soak up damage enthralled unions might inflict--is also not a bad idea.

Once you win the fight, there's another series of cutscenes. Irina is back in your party now (so swap her back in if wanted). You'll be standing in the throne room in Athlum. Your next task is to go and talk to the God Emperor. He resides in a city that's not immediately accessible just yet. Talk to Lord David and he'll reveal that your ultimate destination is Underwait. However, that area is only available after you cross Mt. Vackel. Exit to the world map and Mt. Vackel should appear as a destination. If it's not immediately available, you may have to pass through Berechevaltelle first. It's worth noting that at this point, the Duke of Ghor should also have a quest waiting for you (if you talked to him after clearing every single one of the six numbered bases). Definitely complete that quest if it presents himself. Otherwise, you're ready to enter Mt. Vackel.

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## Mt. Vackel

From where you appear along the path across Mt. Vackel, start forward as the path widens. There's a trail leading right here, but it's a dead end so you should just stick to the left. You'll come to your first enemies there, two wolf-type foes. Defeat them and continue uphill. Here, there's another of the vanargand creatures off to the left. Defeat it so that it doesn't startle you later and keep working your way up the trail.

### Items

Mt. Vackel Map, Obelisk, Rune Ring



*Mt. Vackel has snow and mist to spare.*



*Vanargand monsters are plentiful throughout the area.*

When you reach the top of the hill, it starts to descend slightly while passing through a canyon of sorts. There are more of the wolves here, so be sure to gain the initiative and take the whole batch of them on at once for better rewards upon victory. These are Dondada foes and thus different from the vanargand creatures you've encountered thus far, but the same brute force strategies that worked against the other critters should serve you well during this fight. Past those monsters, the path curves left and begins to ascend the mountain again. There are more monsters here, plus a 'Y' in the path where you can go left to find a dead end and a treasure chest. It holds **Mt. Vackel Map**. There's a digging point along the wall on the right side of this path, as well.





*Nice! A map!*



*Why these monsters hang around in such places will forever remain a mystery.*

Going right at the 'Y' in the path will take you further up the mountainside, where the path widens as it turns toward the left. Here there are more vanargand enemies to defeat, and past them the trail rises ever onward through more enemy groups. Just keep battling your way up the path, though you should definitely keep your eyes peeled for an excavation point along the left side of the path shortly before some flying monsters (it contains a Heroic Medal) and you'll eventually reach the next portion of the area.

In this new segment, you're still headed uphill. There aren't any enemies in the immediate vicinity, but you'll stumble across some as you continue up the trail. Past them, the trail widens toward the left while continuing to climb to the right. Head left and dig at the excavation point before resuming your trek up the mountain along the trail to the right. There are three flying enemy groups here, so take care of them appropriately.



*Flying enemies just past the excavation point.*



*A fork in the snowy path.*

Continue up the trail past the flying monsters and you'll come to another fork in the path. The left route is a dead end, though you'll find a treasure chest there that contains **Obelisk** (as well as three monster groups that are guarding it). By following the right branch, you'll continue up the mountain. The path widens here, as well. There's an excavation point as it does so, and just beyond that you'll encounter a few flying enemies as well as some on the ground. Take care of them before checking the excavation point, unless you're fond of letting enemies gain the initiative.

Once you've tended to your foes and the excavation point, continue along the trail. It will grow narrower as you ascend along a steeper segment. Continue along it, battling any birds on the way, and you'll find a treasure chest positioned just near the top. Open it for **Rune Ring**.



*Birds like to dwell on this lofty trail.*



*Dragons in flight: majestic and deadly!*

Save after opening that treasure chest. Just beyond it is the end of the path, but there's a monster blocking you from proceeding. You'll have to fight it, but before you do that check the ground just ahead of it for a dive point. Here you can collect mostly crimson ore, but there also are some other great items if you make multiple dives (as you should if possible). When you're ready, advance to the dragon to initiate a battle.

The dragon is a rare beast (Heaven's Lord) and the first thing it's likely to do is curse one of your unions with a nasty area attack. Not good. Your goal for this fight should be to stay as free from status ailments as you can, while otherwise hitting with everything you've got. Heal as appropriate, but it's the first two measures that will likely lead to victory.

Once you defeat the dragon, continue down the path to exit the area in favor of the world map. Underwalt will now appear as a possible destination. Before you visit the city, though, make sure that you have completed any side quests that interest you. Certain quests may become available the instant you set foot in Underwalt, including the quest to defeat The Fallen (a difficult but optional boss with a corresponding Achievement unlocked upon his defeat).

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Underwalt

If you've completed all of the quests that interest you (remember that there are good reasons for you to complete them all), then you're ready to proceed to Underwalt. You'll find that the city is majestic but every bit as easily explored as every other capital you've visited thus far. When you appear in the city's entry street, walk forward toward the exit to the city map. Be sure to make a stop in the guild and talk to the short little character near the counter (he mentions Siebenbur) and to receive rewards for any tasks you've completed as a result of your trip through Mt. Vackel. The little guy will cause The Third Path to appear the next time you head to the world map, which will be a little while. For now, exit to the city map and new potential destinations will appear within the city. Select "Castellum" and you'll witness a brief sequence.

| Items |
|-------|
| None  |



The God Emperor doesn't look like so much...



What truth lies beyond the portal?

Following that sequence, you'll be standing in the throne room at Castellum. You've been told that if you pass through a portal that has materialized, you'll find the answers you seek. Before you do so, save your progress. There's a battle on the other side.

When you step through the portal, you'll appear in a place that should be familiar to you from earlier in the game. Head forward up some stairs, then along the narrow passage and across the wider area that waits beyond. You'll appear in a new area. Walk through the hallway, triggering the control mechanisms. Don't worry about getting lost here. Floors will drop, walls will rise and ceilings will descend, all to make sure that you continue along the desired path. You'll soon reach a large door with glowing symbols on the walls around it.



A magnificent door.



Blocter is always ready for action.

Pass through the doorway and you'll trigger a revealing series of cutscenes. Following that, you're in the throne room in Athlum. Exit to the world map and The Third Path should appear as a new destination, as well as Holy Plain. If you're in

a hurry to beat the game, the latter is your next destination. Otherwise, go to The Third Path.

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## The Third Path

Because you have to talk to the Qsiti character in the guild in Underwelt to make this path appear, there's no way that you'll encounter it until just before the end of the game. As such, it's a good place to increase your battle rank just ahead of the final challenges (though for that matter, so is the final dungeon). Like most of the Paths you can follow throughout the game, this one is completely optional.

### Items

Crimson Metal, Destrier, Divine Ore, Dwarf's Cabochon, Gem Recipe 1, Gem Recipe 2, Gem Recipe 3, Gem Recipe 4, Gem Recipe 5, Leanan Sidhe's Brilliance, Third Path Map



*The Third Path awaits you.*



*The arachnids like to spring surprises on you.*

From the entrance, head forward and through the door immediately ahead. Descend the staircase beyond and when you reach the bottom, an enemy will burst forth from the soil to join the ones that wait further down the hallway. Battle those arachnid monsters, then continue until you reach a fork in the path shortly thereafter. You can continue straight here, or head down some stairs to the left. Go left to find a dead end at the base of a cliff, as well as a digging point.

When you've done that, go back to the fork and this time head along the path that was straight ahead as you approached (now the one to your left). This path almost immediately comes to another fork, where you again choose between proceeding straight ahead or taking a branch to the side (this time a branch to the right side, as it happens). First choose the path that's straight ahead. Follow it left around a corner and continue past a place where it widens to the right (the top of a cliff). Continue along the path you were following and you'll face a weredragon unit.



*A 'T' beyond the weredragon.*



*Lots of treasure chest goodness.*

Just past the weredragon, the path splits in a 'T.' If you go left around a corner here and then up a staircase to fight two arachnid units, you'll reach a dead end where you can drop from the top of a cliff to an area below. You're not interested in doing that, though. Instead, take the right ranch at the 'T' and follow it down some stairs. Two weredragon units are patrolling here. Defeat them and follow the path around a bend to the right. Down the staircase that follows, you'll find another fork in the path. Here you can proceed left or go straight ahead. Since the path straight ahead is a dead end at the base of a cliff, go left.

Along this path, you'll come to another split in the path. Ignore the branch to the right for just a moment and continue straight ahead to where two arachnid units are shooting the breeze. They'll obligingly attack as you approach, so kill them dead. Beyond that monster encounter, the path reaches a dead end at the base of a cliff and there's a felling point. Return to where you recently ignored the branch to the right (which is now to your left) and follow it now. At the top of the staircase, you'll fight two weredragon units. Then proceed past them and the path comes to a dead end. There are two



treasure chests here, though. The one on the left contains **Gem Recipe 1** and **Gem Recipe 2**. The one on the right holds **Divine Metal** and **Crimson Ore**. There's also an excavation point in the vicinity, so don't miss it.



Another fork in the path.



Enemies wait left of the 'T.'

Now it's time to backtrack through the cave until you come to the second intersection you encountered, shortly after entering. You haven't yet explored the branch that had taken off to the right, which is now on your left as you're returning from your journey to those two treasure chests. As you follow this path, you'll come almost immediately to another fork in the path where you can either head left or continue straight ahead.

First head left, where you'll find an excavation point near the top of a cliff drop-off overlooking a staircase. Then you're free to explore the branch that led straight ahead. It will proceed around a corner past an arachnid unit, then around a sharp bend to the right. Just after the bend, there's a digging point along the wall to the right. Not far after the digging point, the path comes to a 'T' and you'll notice some arachnid enemies immediately along the path to the left. Before you deal with those enemies (or afterwards, if they're making you nervous), head right from the 'T' to find a treasure chest nestled in a groove against the wall along the right. It holds **Gem Recipe 3**, **Gem Recipe 4** and **Gem Recipe 5**. Left from here you can also find a rare monster (Nucadora) roaming the hallway, so tend to him if interested. Now return to the 'T' in the path and head left along the path the arachnids were guarding.



A long drop to a staircase below.



A map! A map! A map!

In this direction you'll soon come to a 'Y', but the path straight ahead almost immediately ends at the top of a drop-off overlooking a staircase. You'll be returning here shortly, but for now you should go left at the 'Y' instead. You'll reach another fork in the path. Here you can either go to the right or continue along the path straight ahead to defeat some weredragons. Let your lust for weredragon blood be your guide. After slaying those loathsome beasts, check the nearby wall for a digging point. The path continues beyond that to a dead end at the base of a cliff, so now it's time to explore the path that led to the right just before the weredragons (which is now the one leading to your left as you turn around after using the digging point).

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**The Third Path (cont.)**

Along this branch, you'll descend a short staircase and then come to a fork in the road where you can head left down another short staircase or proceed straight ahead. Start by going left down the stairs, where a weredragon enemy will rush to meet you and beyond that an arachnid will break free from the soil to attack. Beyond those two monsters waits a treasure chest that holds **Third Path Map**. Now backtrack up the two short staircases to a 'T' in the path. You still haven't explored the area to your left, but there's no point; it's a dead end at the base of a cliff you can't climb. Head right here, take a left at the next 'T' and then another left at the one after that.



*After dropping to the lower staircase...*



*A teleporter.*

You're now back at the drop-off to a staircase below, which previously you had ignored. Now it's time to slide down the slope. You're now at the base of a staircase leading up toward waiting arachnid enemies. Tend to them and then continue along the path, which soon comes to a 'T.' Head briefly to the right here to find a dive point, then take the left branch to continue through the dungeon.

The next branch to the left merely leads to a drop-off to an area you've already visited, so continue past it and next you'll face some weredragon units. Past them, the path rounds a sharp corner to the right, where an arachnid will break free from the soil at the corner. Defeat it and then descend the staircase leading left. Here you'll find a teleporter at fork in the path. Going straight ahead leads to a drop-off (which itself leads to an area you've already explored). Proceeding to the right will take you to the dungeon's next portion.



*Enemies know how to welcome a stranger...*



*Blackmoon sees all, for he is a huge eyeball.*

Once you appear in the new area, proceed forward along the path, where another arachnid unit is waiting to greet you. Just past that, there's a digging point along the wall to the right, and beyond that you'll find a large doorway. Save your progress and then pass through it to find yourself in a room with a single enemy, a rare beast known as Blackmoon. It'll see you as you enter, so be ready and make sure that you initiate the inevitable attack.

If you're battle rank is below 100, Blackmoon has around 150,000 HP. He's fairly easy to deal with, though the first round can be intimidating because he inflicts pretty serious damage as any unions deadlock him. For the second round, then, focus on attacks that allow you to heal as you strike. Though Blackmoon looks fearsome, you shouldn't have much trouble knocking him down within two or three rounds, which is a number you also shouldn't have trouble surviving despite his fearsome attacks. Just keep up your health and you'll do fine.



*Siebenbur is beautiful but eerie.*



*That charybdis is a sneaky fellow!*

After Blackmoon is dead, continue along the ruined corridor toward the door on the opposite end. Pass through it and you'll find yourself in another long hallway. There's quite possibly a charybdis enemy immediately on the other side (one that will startle you if given half a chance), so be ready for that.

Proceed along the hallway, taking care of enemy foes you encounter along the way. You'll reach the opposite end to find

that the path leads into a new section. This is actually a separate branch of The Second Path that you weren't able to explore before. If you've otherwise completed that area, you should have a map now that reveals your location within it.



Back within The Second Path.



Find Destrier along The Second Path.

Head forward along the path and down the staircase. Two armorshell enemy groups are waiting at the base, so take care of those monsters and then look to your left. You'll see a treasure chest. Open it to obtain **Destrier**. Now continue along the path that leads right from the treasure chest (the one the armorshell enemies were guarding). As you proceed, you'll come to a fork in the path. Though you can continue forward to find a cliff that will permit you to drop down into the main portion of The Second Path that you've already explored on your previous visit, you should instead turn to the right and continue in that direction.

Here, you'll soon come upon three more enemy groups patrolling the hallway. Defeat them and continue toward the end of the path, noting the digging point along the wall to the left. A short distance beyond that, the path comes to a dead end in a larger room. As you cross it, a glagonos enemy will emerge from the soil to attack. Defeat it, then continue across to open a treasure chest that holds **Dwarf's Cabochon** and **Leanan Sidhe's Brilliance**.

You've now done everything you can along The Third Path. Backtrack to the transporter to exit to the world map, or head to the drop-off and exit through The Second Path, whichever you prefer.

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The Fourth Path

If you're interested in exploring The Fourth Path, you'll find the entrance by talking to the Qsiti character in the guild in Melphina (a city you'll make available by completing side quests). After he mentions Siebenbur, you can exit to the world map and the new destination will appear. However, you'll first want to obtain a key that is needed to progress within the dungeon. Enter the Palace of Melphina from the town map and talk to Roberto (who stands just left of the throne). Assuming that your battle rank is high enough (which it easily should be at this point in the game), he'll award you with a **Moss-Covered Key**. Now you're ready to exit to the world map and then to explore The Fourth Path.

Items

Aged Mace, Aged Spear, Aged Staff, Alp's Briquette, Anklet Recipe 4, Cureleaf(3), Fourth Path Map, Magick Lamp, Merman's French, Moss-Covered Key, Relaxing Herb(3), Scholarly Band, Staff of Remembrance



The Qsiti character in the Melphina guild mentions Siebenbur.



Roberto has a splendid key for your use.

From the cave entrance, head forward along the path. You'll almost immediately come upon your first enemies in the form of a union of abaddon creatures. Past them, the path curves to the left and begins its descent. Follow it along that course, tending to the group of crabs that you find along the way. After that first batch of crabs, check the wall to the right to find a felling point. Also check the large pool of water that you'll find to the left along this path, since there's a



dive point that Mr. Diggs can reach from the ledge. Continuing onward, the path will widen into a larger chamber where several enemy unions await your arrival.

Continue along the path through that room. It next will come to a fork in the path where you can head left or right. Along the left path, you'll find a unit of crabs and further along the path, a unit of imps. Take care of them and continue around a bend in the path. There's a felling point along the left side at this point. Past that, you'll reach a dead end where two more enemy units wait. There's also a treasure chest here, which holds **Anklet Recipe 4**, **Cureleaf(3)** and **Relaxing Herb(3)**. Grab that and check the nearby excavation point on the cavern floor, then backtrack to the fork in the path.



*A door by any other name would still block drafts.*



*A view to a waterfall.*

Now if you head along the right branch of the fork (sharply to your left as you're returning from the treasure chest), there are two enemy crab units guarding a large door. Defeat them and pass through the door. You'll need the key that you obtained from Roberto in Melphina to do so.

Through that door and up some stairs, you'll see a treasure chest on a ledge with waterfalls trickling down the rock wall behind it. Open the chest to find **Fourth Path Map**. Continue along the path from there, keeping to the left side. You'll catch a glimpse of a dive point you can use. Onward from there, the path descends and widens as you leave the waterfalls behind you and continue along the rocky trail.



*A standard teleportation device.*



*The Staff of Remembrance was lost in a cave...*

Beyond the room with all of the waterfalls, you will come to a wider area on the path. The left side has an excavation point, plus there's a teleporter to the right. Continue along the trail from there and you'll come to a fork in the path. Head right to find a treasure chest that holds a **Magick Lamp**, **Aged Mace** and **Aged Staff**. Following the left branch at the path's fork will take you to a door that leads deeper into the cavern, to its next portion. Just ahead of the doorway, there's a sparkling point on the ground that you can investigate to find the **Staff of Remembrance** (an item for a side quest).

Pass through the door and into that next area. From where you appear, head forward along the path. There's a crab unit here at the top of a staircase, and another at the base of that same short staircase. Continue past those adversaries and you'll come to a path where you can veer either left or sharply to the right.



There's an excavation point along the path to the left, so start by heading in that direction. Tend to the excavation point and the enemy units beyond. The path reaches a dead end where you can open a treasure chest to obtain a **Scholarly Band**, **Merman's French** and an **Aged Spear**. Then you should backtrack to the fork in the path and this time follow the branch that had veered off sharply to the right (now on your left as you're returning from the treasure chest).

Along this path, you'll descend a staircase that leads to a more open chamber. At the end of that chamber is yet another huge door. You'll now appear in one of the rooms filled with rubble that should be familiar to you from your numerous trips to Siebenbur in the past. Ahead, there's an excavation point near the base of a crumbled wall. Across a gap, you'll note a treasure chest that you can't yet reach. Tend to the excavation point, then continue through the area while being prepared for a rare monster named Void Intruder that lurks on the other side of the rubble.



This would be Void Intruder.

The treasure chest holds Alp's Briquette.

Void Intruder is a monster you'll definitely want to defeat, since doing so rewards you with an Achievement. He also can be broken apart for some extremely rare components. Fighting him shouldn't give you much trouble, particularly at this stage in the game. His main offense is physical and affects only one party at a time. He'll also use moves that turn the tide of battle in his favor if you're totally owning him (as you should be by now). He'll fall pretty quickly and that will leave you free to open the treasure chest he was guarding. It holds **Alp's Briquette**.

Now continue through the passage and pass through the next door along its left side. Climb the staircase and along that corridor, you'll pass into The Fifth Path.

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The Fifth Path

There are two ways to easily enter The Fifth Path. One is from the world map after you have made it available by talking to the appropriate character in the guild in Royotia. The other is by entering it through The Fourth Path. If you're just joining us, the previous section of this walkthrough details how to enter from The Fourth Path. The text that follows will assume that you're coming from that direction.

| Items                                                |
|------------------------------------------------------|
| 1900c, Beastman Ale(3), Fifth Path Map, Fresh Oil(3) |



A teleporter in The Fifth Path.

Insects at the bend in the path.

From where you appear in The Fifth Path (by way of the entrance from The Fourth Path), head up the stairs and you'll see some weredragon enemies roaming near a teleporter. Past them is a drop-off to explore a separate portion of The



Fifth Path, or you can head up a trail to your right (which is what you should do now). Along this course, watch for a pile of rocks to your right where you can make use of a felling point. Continue past that and you'll reach an intersection where a weredragon is patrolling. Here you can head back left in the general direction that you've just come, or you can continue straight ahead.

Follow the path leading straight ahead. You'll come to a 'T' in the path. Left leads to a dead end at the base of a cliff, where an insect union will break free from the soil to attack you. There's also a felling point along the wall. If you go right from the 'T' instead of left, you'll encounter another dead end with some killer insect units and a weredragon unit.



*1900c doesn't go far at this stage in the game...*



*A jagged cliff just can't be climbed.*

Now return to that first intersection you encountered upon entering The Fifth Path by way of The Fourth Path. Here, head left down a path where a killer insect union is waiting. Defeat it and continue along that passage. There's a corner here, with several killer insect units on patrol. Defeat them as you make your way around the bend. You'll come to what essentially is a 'T' in the path, where you can go either left or right. Head left to find an excavation point. There's also a weredragon monster here and a treasure chest that holds **1900c**. There's a jagged cliff face here that you can't climb. As for the right path at the 'T,' be careful as you proceed along it. Enemy units will break free from the soil to attack you.

You'll next come to a 'Y' where you can continue straight ahead toward a door, or venture along a path to the right where a weredragon enemy patrols. Continuing straight forward will take you to the world map (after you defeat some killer insects and a weredragon unit along the way), which you don't want right now. Head toward the right instead.



*Weredragons can be dangerous if your battle rank is low.*



*Is it too much to ask for the occasional straight path?*

The path after the weredragon comes almost immediately to another 'Y.' Here, you can head either left (where a killer insect enemy patrols) or right. The path to the left is a dead end except for two digging points. The path to the right has an excavation point and then continues to another 'Y' in the path. Head left here to battle a weredragon group. There's a treasure chest hidden in the back portion of this passage where you can find the **Fifth Path Map**.

Now backtrack to the recent 'Y' and this time follow the branch that was on the right (it's now on your left as you return from grabbing the map). This path leads immediately to yet another fork in the road. There's a weredragon waiting here, too.





The weredragon has no idea that he's about to be ambushed.

The area's final treasure chest.

After defeating the weredragon, head right at the fork in the path. In case you're curious, there's nothing along the left path except a drop-off to an area you've already explored.

Along the right branch, you'll soon come across two more groups of killer insects. Defeat them and proceed along the path to find a weredragon lurking at the end of the passage near a treasure chest. Defeat him and then open the chest to find **Beastman Ale(3)** and **Fresh Oil(3)**. There's also a diving point along the floor here. You've now done everything in The Fifth Path that you came to do, so backtrack to the exit or to a portal and return to the world map.

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Holy Plain

When you appear in this area, there will be a brief cutscene. Following that, you'll be pulled into a battle.

Items

None

The goal of this fight is to defeat the main troops of the elite forces. It sounds impressive, but really this is just another of those fights where you have to clear the battlefield of lots and lots of troops without any breathers. The usual strategies apply: keep your health in good shape, don't burn through your AP any more quickly than you have to and pick on one unit at a time to limit the amount of times your enemies can attack at full power.



Why so serious? Oh, right...



It's all about racking up damage as quickly as possible.

When the battle starts, there are seven units that you'll need to worry about, none of them your actual target. More will pour in as you defeat one hapless union after another, until finally the actual generals you're looking to defeat show up on the field.

The elite union the game mentioned is actually a dragon and beastmaster. They have a great deal of health, so you're not going to take them down anytime soon. Also, enemy units continue to pour in as you defeat any you have weakened. At first it seems like there's no end to the troops and that you're supposed to just focus on the dragon, but that's not the case. There are only around 90 enemy units in the whole battle, including the two elite units. Just keep focusing on eliminating the smaller unions, since they otherwise may enable the more powerful units to engineer a destructive massive attack. The whole time, you'll have to do a lot of healing because the dragon uses powerful area attacks on any units with which it deadlocks.



The weaker enemies prolong the fight by dodging a lot.



Area attacks are the norm when you face the dragon directly.

Once the weaker units stop coming, the fight is much simpler. Just keep units moving around (try not to deadlock too

many at once, and break deadlocks when possible) and managing flank attacks as possible. Hit with nearly everything you've got, but you're going to need to do a lot of reviving along the way.

None of this should tax you too much. When the fight is over, you'll probably get to watch your union members gain a bunch of new moves and loot. Then it's back to the world map to save your progress. When that's done, return to Athlum's throne room. There you'll find Lord David, who says you must find a way to reach the Sacred Lands. Rush's mom is also standing around. She suggests talking to Oswald, whom you'll find in Nagapur. Head to that city next. Enter the pub and go upstairs. In a room to the right from the head of the staircase, you'll find an amicable man standing around with a red bubble over his head.



The old man is named Oswald.



From Nagapur, you can almost spit onto The Sixth Path. Almost.

Talk to the old man, who turns out to be Oswald that Rush's mother mentioned back in Athlum. He tells you that you can find what you seek at the end of The Sixth Path. Exit to the world map and save your progress. Then it's time to head to your next destination. You'll find The Sixth Path just northeast of Nagapur.

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## The Sixth Path

From the entrance to the path, walk forward to a large door. Pass through it and head down the hallway, where you'll find yourself at the top of a staircase lined by torches (the usual greeting for those intrepid adventurers who set off toward Siebenbur). Descend the stairs and at their base, burrowing enemies will emerge from the soil to welcome you... with fangs. Crush them like the bugs they are.

| Items                          |
|--------------------------------|
| Sixth Path Map, Witch's Signet |



The enemies in this area really like to bug you.

Past the killer insect enemies, the path curves slightly toward the left. You'll soon come to a 'Y' in the path, with weredragon monsters standing guard along the left passage. Defeat them so that you have time to think unmolested. The two branches here lead in quite different directions, but the path on the left is much shorter. Follow it first and when you reach its dead end (there are no off-shoots along the way), you'll find a felling point. Watch out for the enemy that breaks free of the soil just ahead of the point to attack you. It's not a tough one, but you still don't want it gaining the initiative.

After grabbing the treasure, return to the 'Y' in the path and this time head along the branch that led to the right. Along that path, you'll soon come to another group of killer insects, just ahead of another fork in the path. Here you can again turn sharply left or right. Go right first. Down this long path, you'll find two more weredragon foes. Defeat them and you'll reach a dead end in the path where you can find an excavation point and a treasure chest. The chest holds **Witch's**

Signet.



Witches lose signets in the strangest of places.



He had a smile so bewitching...

Backtrack to the previous fork in the path and this time take the branch that led to the left. You'll descend some stairs, then come upon some weredragon enemies in the passage beyond. Defeat them and continue through the wide passage, down a staircase and to another fork in the path. You might want to save your progress here before proceeding. Start by going down the left path, where you'll encounter a rare enemy (Dreamwatcher). Watch out, as this nasty fellow is capable of entralling your unions with a 'Bewitch' command that it frequently uses when deadlocked. Defeat the dangerous creature and beyond it, you'll find a treasure chest that contains **Sixth Path Map**. Now backtrack to the fork and this time head to the right to find an entrance to the next portion of the dungeon.

In the new area, start by descending a staircase. You'll find a doorway just past the base of those stairs. Save your progress. Through the door, you'll find yourself in a large room empty of enemies except one: a huge dragon. Make sure that you shift time as you approach so that you can initiate the attack.



A huge dragon.



Beyond this staircase lies The Seventh Path.

Gojun is a rare monster and thus has a whole lot of health you'll have to remove if you want to vanquish him (around 450,000 at 94 BR, if that helps you plan any). He's actually not terribly difficult to beat. You can even crowd him with all of your units. Just keep hammering him with your most powerful attacks and healing every now and again. He'll shriek from time to time when the battle is going more your way than he likes, but it shouldn't take long to swing the meter back in your favor. He doesn't seem to have a lot of area attacks, either, so this fight truly is no more than a simple matter of endurance.

After the dragon is defeated, you can pass through a door that lay just beyond him. From there, follow a long path downhill into the next dungeon.

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The Seventh Path

Whenever you want to come to The Seventh Path, you'll have to first follow The Sixth Path. There's no direct entrance from the world map. Boo!

| Items                            |
|----------------------------------|
| Satchel, Seventh Path Map, Spike |

From the entrance, head down the long passage ahead. You'll encounter some weredragons. Defeat them and continue along the corridor until it comes to a 'Y' where some harpylia enemies are waiting. They teleport around the area, so proceed with caution and make sure that you get the initiative when you fight them. Once they're tended to, proceed along the path to the left.





*A split in the road.*



*Harpylia monsters use strong skills.*

Along this path, you'll come almost immediately to what looks like a split in the path. The area ahead is blocked off, though, so take the path leading sharply left. Here you'll find an excavation point. Now you can return to the area where you defeated the harpylia monsters a moment ago. This time, take the path that was on the right.

This corridor soon leads to another 'Y,' where you should first head along the passage to the right. Defeat the weredragon enemy unit that lurks there. Beyond it waits a treasure chest. Open the chest to find **Spike**. Now backtrack to the 'Y' and take the branch that was on the left. There's an excavation point along its left side right as you start along the path. Past that you'll battle more weredragon enemies.



*A split in the path with a harpylia representing!*



*A portal in the depths of the cave.*

Continue past the weredragon monsters and the narrow path will split in two directions. Ahead, you'll see harpylia enemies teleporting about the area. To start, head along the path to the left. It's a dead end, but you'll find a treasure chest that holds **Satchel**. Watch out for the harpylia monster here that will try to ambush you. Now return to the fork in the path and this time head along the path that was to the right as you approached. Continue along it for awhile and watch its left side as you do, since you'll eventually pass a felling point. Beyond that the path comes to a 'T,' where you can head left to battle a weredragon. Beyond him waits a treasure chest that holds **Seventh Path Map**.

Now return to the 'T' in the path and this time head along the path that led to the right (which will be the one directly ahead of you as you're returning to the 'T' after grabbing the map).

In this direction, you'll soon come across a weredragon enemy unit. Defeat it and continue along the path, which widens slightly as it heads left around a bend. Around the bend, there are two more weredragon units. Past them, the path splits to the left and right. Head right first, where you'll find a digging point. As for the left path, it leads into a wider chamber equipped with a portal. Beyond the portal, the path curves off toward the left.



*Harpylia monsters near the stairs.*



*Save your progress before passing through the door.*

Continue along the path and you'll face another harpylia unit as you ascend several short flights of stairs. Once you reach the top, there's another of the huge doors that you've seen throughout Siebenbur. Before you pass through it, save your progress.

Once you pass through the door, you'll trigger a cutscene. When that concludes, you'll find yourself engaged in a boss battle.

**Boss Battle: Icy Idol**

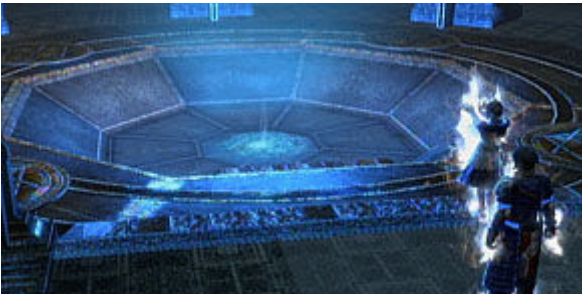
This boss begins the fight with five units by its side. You should be able to cycle through the units to find an option to summon Cyclops, which you'll likely want to do. With that out of the way, spend the rest of the early fight taking care of the weaker enemy units (which are strong enough to kick your butt if left unattended).

Once it's down to just you and the idol, the fight is all but won. Icy Idol himself has around 300,000 HP (if you're in the mid-90s for battle rank) and spends most of his attacks in a useless fashion. He'll do the occasional area attack, including a particularly nasty acid attack that can wipe you out if you've let your unions lose their HP, but mostly he's a rather simple opponent. Just make sure that you keep your health above half for all unions--the more beyond that, the better--and that you make the most of any AP you have. Flanking attacks work particularly well in this case, and Cyclops will absorb most of the damage there is to be had if you've summoned him to the fray. Again, this struggle is simply a matter of endurance.

When the battle with the icy idol ends, you'll witness a brief cutscene, then appear back in the dungeon with the opportunity to save your progress.



Icy Idol's acid attack can hit all unions at once.



Irina knows what to do with the Ark!

After you've saved, continue forward along the available path. Almost immediately, you'll be asked if Irina should bind the Ark. Tell her to go for it and she will. Then you'll appear in the game's next (and final) area.

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**The Sacred Lands**

Fresh from The Seventh Path, you'll arrive in The Sacred Lands immediately after Irina binds the Ark. You've been here before, but now it's time to finish the fight!

Items

Kalpie's Single, Knocker's Ceylon, Weapon Recipe 62



A familiar staircase...



The unknown device.

Head up the stairs from where you appear. Pass through the door and cross the wide area beyond. Now start across the



rocky archway. This will trigger a brief scene and then you're in the familiar area with the rising and falling floors. Walk forward and activate the available control mechanism, then head forward along the path as it curves toward the left. Right from there, you'll find an area where an unknown device awaits. Activate it.

Now you will appear on a higher plateau. As you start forward and toward the left, an enemy unit will rise from the ground. Defeat those monsters and then proceed in the direction you were headed. You'll find another portal there. Use it to advance to the next plateau, where more of the same enemies will assail you. Defeat them and continue to yet another of the devices (this time head to the right), which takes you up another level.



*Glagonos enemies dwell in The Sacred Lands.*



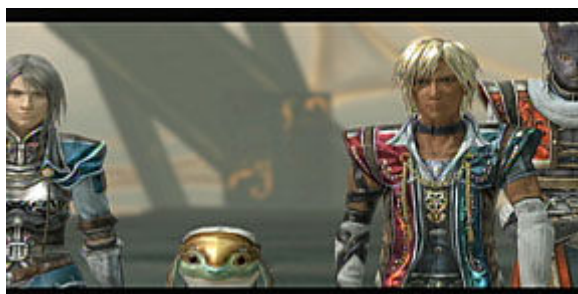
*As do powerful birds.*

Here, you'll see a giant bird waiting ahead of you. It rises into the air as you approach, so if you like you can run past it and use the device that waits just beyond. Otherwise, engage it in combat for a tough struggle. Either way, you should reach the device, which takes you up to a significantly higher area. Proceed along the path leading forward and to the left. More weaker enemies will attack along here, so be ready for them and tend to them as you approach another of the large birds guarding another of the devices. As before, you can rush by this bird if you want to (probably a good idea, especially if you're in a hurry or you're about to increase your battle rank to unwanted levels).

Past that second bird and through the portal, you'll be ready to head along another of the walkways. Follow it forward and then as it curves toward the right, to where a third of the large birds is waiting. Behind him is a side path that leads to a treasure chest. Open it to find **Kalpie's Single**, **Knocker's Ceylon** and **Weapon Recipe 62**. If you're not interested in the treasure chest, the path leading right past the bird will lead you to along a winding area to another large creature. This one is the rare dragon, Falak.



*Stymphalian Birds are not your average avian.*



*Falak is a beast and a half among dragons.*

If you manage to defeat Falak, or if you run past him, you'll find the portal to the next plateau. Here, you can head forward to touch another control mechanism. Then when you appear after doing that, head forward to touch yet another. Now you'll find yourself at the top of the area. Ahead, there's a doorway leading to the final confrontations. Behind you, there's a portal that you can use to exit to the world map. This would be a good time to save your progress.

Remember that this is your last chance to complete any side quests you've been delaying. Working through these areas, you've gathered a lot of components that might even make good weapons for the final encounters to come. If you decide to exit to the world map, though, be prepared to find yourself forced to work all the way back through the sixth and seventh paths to reach this point, battling familiar enemies the whole way. When you're ready and have saved near this final portal, whether after returning from a trip to the world map or just because you don't feel like spending time doing all of that, head forward along the path. Open the door at the end and pass through it to the other side.

When you pass through to the other side, you'll witness a brief cutscene. Following that, you'll be engaged in a boss battle.



## Boss Battle: The Conquerer

This is it: the final fight!

The struggle to save the world takes place in two parts. The first is a battle against Roeas and Castanea. Both of them are quite powerful, which can make for quite the struggle. However, know that the strategies that have served you so well throughout the game still hold true in this, the final hour. Keep up your health as much as you can considering the scale of attacks you'll face. Focus on one of the two bosses at a time as much as possible and use your most powerful attacks.

Once Roeas is defeated, Castanea tends to aim more powerful blows your way, so you'll want to take him out first if possible. When the second of the two generals is flashing and about to be defeated, make sure that all of your unions are alive and in good shape. If you defeat the second general but only barely manage to do so, then you'll be wiped out when you face The Conquerer. That's because he enters the battle without giving you even a moment to recover. Your health will be at whatever level it was when you killed Roeas and Castanea. Naturally, your new adversary can hit for some pretty serious damage and will do so almost immediately in the form of an area attack.

If you survive that blast, you should make healing everyone a priority so that they can survive any to follow. You also need to start formulating a plan to mount your own assault in response. As usual, this will involve keeping your life meters as close to full as possible, without getting too silly about it and wasting opportunities to strike for significant damage. Going up against your enemy all together isn't going to work, since he'll particularly target those units with whom he has deadlocked. Try to hit from the flanks whenever you can and to keep people back to heal. Always choose the option to heal and attack together when it is presented.

Another issue is that The Conquerer will call a creature named Lab Omen to aid him in battle. Lab Omen generally isn't terribly dangerous, but you also can't ignore him. It's really helpful here if you can summon Cyclops to protect your flank and to soak up any attacks that Lab Omen manages. That will allow you to fight the battle on its single, most dangerous front. Whatever you do, keep your health as close to full as possible and prepare to test your warriors' endurance.

The Conquerer has around 500,000HP if your battle rank is below 100 and will start flashing when you've only burned through around half of that. Don't get impatient just because he's flashing or you'll over-extend yourself well before his life meter is emptied. This is a tough fight--as it should be--but you can win it if you're patient and play things smart. Good luck to you!

Once that fight ends, you'll be free to watch the game's closing credits and then you'll be taken back to the title screen. Congratulations! You've beaten The Last Remnant.

## The Last Remnant Quests

You can partake in many, many quests throughout the course of the game, each with varying rewards and requirements. These will not advance the main plot but do delve into side elements and can help you to become a stronger warrior. Since completing them is completely optional, we're compiling information about them in this area of the guide and for the most part are restricting the walkthrough to discussion of the plot-related portions of the game. You can always check your 'Party' menu in-game to see what progress you've made on available quests.

Quests listed below are cataloged in the order they appear on your "Quests" menu in-game as you complete them, starting with the first 42 quests that can be completed by the time you finish events in the Nagapur section of the plot. The order in which you actually complete them will vary, so you should always check the available quests to see if anything new is available every time a new area is revealed on the map or a new plot twist occurs. The bartenders can generally tell you where new quests are waiting, as well, to save you some time as you search.

Keep in mind that some quests can be missed. You should probably have multiple save files going throughout the game in case you accidentally pass a point of no return. In general, try to complete the "Bravery and Loyalty" quest as quickly as possible. Definitely clear it before entering the Nest of Eagles area, as it will disappear after that. Additionally, always choose the bottom response if you're asked to intervene in conversations held between Roberto and Ophelia. By the time you prepare to enter The Aqueducts, you will likely have had the opportunity to complete a total of 42 quests. Make sure that you have done so if possible, and in particular make sure that you have completed the "Nagapur's Witch" quest by that point. During the events that follow the memorable sequence in Nagapur (following your trip through The Aqueducts), watch for numbered bases to appear. When these do, make sure that (against the game's advice) you talk to the Duke of Ghor after clearing every single base or you'll miss a valuable side quest. Additionally, do not enter the town of Undelwalt when it appears on the map until after you have completed the quest known as "The Fallen."

That's enough general advice. Now it's time to get down to the business of clearing individual quests!

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### The Dreaming Rose

In the tavern in Celapaleis (located in the Lamberro District), head upstairs. At the top of the stairs, take a right and walk around the short wall to find a room where a man is standing with a red text bubble over his head. His

#### Reward

1000G, Gaslin Copper(2), Natural Oil(3)



name is Baron Nielsen. Talk to him and he'll tell you that his wife has wandered away. She is somewhere at the Ivory Peaks and he wants you to retrieve her. Accept his request.



The baron isn't exactly easy to find.



Your mission? Find the missing wife...

After accepting the quest, you'll appear automatically within the Ivory Peaks region. Head forward along the main path, battling monsters along the way. Keep following the trail until you see a grassy bank leading down and to the right from the path, to an area below that winds its way around large stones. Keep moving forward while holding slightly through the right. There are some enemies roaming through this area, so be careful not to let any startle you. Your destination is the right edge of the map here, where you'll find a rock wall with a glowing image playing across its surface.



The glowing wall.



This guy's not easy to like.

There are two figures standing in front of that surface. Save your progress before getting too close to them. When you approach, you'll trigger a cutscene. Following that, you'll find yourself in a battle.

### Boss Battle: Sneaky Monsters

While you were talking, monsters snuck up behind you. Now you'll be fighting them. The group of monsters is made up of vile lizards, manticores and landworms. Fortunately, you will have assistance from a guest guild. You can't commend them, but they'll help you out in battle. Work around them, applying your usual strategy. Take out one monster unit at a time to make things easy on yourself. None of the monsters are particularly deadly if you've leveled up a bit. The manticores probably do the most damage, so tend to them if you're just trying to get the heavy hitters out of the way. This should be a short, easy fight for you.

Once the battle concludes, you'll witness a short scene and then be taken back to Celapaleis, where you'll talk to Baron Nielsen and receive your reward. Quest concluded!

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### When the Rose Blooms

Go to the Lamberro District in Celapaleis and enter the pub. Head upstairs and go to the room to the right side from the head of the stairs. You'll find Baron Nielson standing near the sofa. Talk to him and he'll reveal that his wife is again missing. Accept his request for help and he'll

| Reward                      |
|-----------------------------|
| Sword of Three Realms guild |

give you your quest. You'll appear in Gaslin Caves.



*His wife doesn't much like him.*



*The Gaslin Caves are seldom a threat.*

Once you're in the caves, head forward along the path. Ignore the branch that takes off to the right. Just keep working along the trail until you come to the fork in the path. Here, take the path leading to the right and continue along it as it winds deeper into the caves. Proceed past the transporter as the path continues uphill. Head right at the 'T' in the path, then continue uphill until you come to another 'T.'

At this particular 'T', you should head right to find a treasure chest that holds **Beastman Ale(4)** and **Fresh Oil(4)**. Now go left along that same fork and to the top of the slope. Follow the winding passage beyond (which has no detours) until you pass through the exit and into the next portion of the caves.

When you appear here, head forward and defeat the enemies in the immediate vicinity. Note that the monsters frequenting this new portion of the caves may look like the same weak ones you've been slaughtering over the past few minutes, but they're actually made of tougher stuff and will offer up more resistance. Don't get over-confident. Past the first batch of enemies, there's a dig point along the wall to the left. Beyond that, the path comes to a 'T.' Head left to find a treasure chest that holds **Gaslin Caves Map 3**. Now return to the 'T' and this time proceed to the right.



*You can never have too many maps.*



*Forks. Good for salads, not in caves.*

When you head along the path to the right, you'll be able to follow it for quite some time before reaching a fork in the path where you can head either left or right. Enemies will attack along the way, naturally. When you reach the 'T' in the path, start by heading left to find a room full of enemies. Defeat them and then you can look around the room to find a felling point and also a transporter.

Now return to the 'T' in the path and this time follow the branch that was on the right, which leads south along the map. The path widens into a small chamber. Along the right side, open the treasure chest to find **2000G**. Then continue along the trail, which heads slightly left as it continues south along the map. You'll soon come to a treasure chest lining the left side of the trail. Open it to find **Weapon Recipe 18** and **Charm Recipe 3**. Then continue along the trail. At the bottom, you reach a dead end. There are monsters here, so defeat them. You'll also find a felling point, plus a man named Gabriel who is standing around with a red text bubble over his head. Save your progress. Then talk to Gabriel and choose first the bottom option from the text, then the top one.



*Violet's plan is madness! Sheer madness!*



*Wyverns know how to bring the (dusty) pain.*

Following a short sequence, you'll be in a battle in the streets of Celapaleis. Your enemies consist of two wyverns, plus an assortment of other enemies. You should focus on killing one monster group at a time, starting with the weaker ones and then moving onto the tank-like wyverns. Note that the wyverns do have pretty powerful area attacks (their Dust Devil III move is brutal), so try to keep members of your unions and the guest union in good health.

When you win the battle, you'll witness a new sequence. Following that, you'll receive your reward and the quest is finished. You'll be advised of an exclusive guild behind the pub, which you can now visit. More than the money, that's your true reward. Be sure to visit the new guild immediately. Violet is there as a character you can recruit now, if you're interested. You will also find a bunch of guild tasks that you can complete for serious rewards. Nice!

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### For Love the Bell Tolls

Head upstairs in Cafe Moondust (the pub) in Balterossa. From the top of the stairs, head left to find a room with people congregated. In the back right corner, you'll find a classy man named Paris standing around with a red text bubble over his head. Talk to him and he'll reveal that his beloved has agreed to meet with him at Mojcado Castle. If you agree to his request, you'll start a quest and will appear in the afore-mentioned area.

#### Reward

Godstone of Love

Mojcado Castle is filled with monsters. After a brief cutscene when you first enter the area, you'll find yourself with Paris as a guest union.

You'll soon find that Mojcado Castle is a bit of a maze. However, there are only a few points of genuine interest. There's a main path leading along the left side of the area, another at the center and another at the far right. Between each of those, there are rooms with enemies and the occasional (rather unimpressive) treasure.

If you check the rooms along the left path, you'll find the **Necklace Recipe 2** in a treasure chest. The rooms along the right path will allow you to find a **Club** in a treasure chest. The center path can be followed in a straight line if you want to reach one of several doorways leading into other portions of the castle. Explore the paths leading to either side if you're interested in the treasure, then return to the area entryway. Now follow the long hallway leading directly forward from the entrance in a straight line. Keep an eye on the mini-map. You'll come to an area where you can see a passageway leading into the next portion of the castle, just beyond a pile of rubble.



*The enemies here are real pests.*



*The door you reach after going straight ahead.*

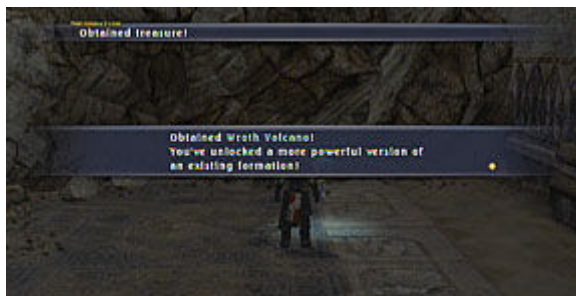


From this point (which we will call 'Intersection X' for the sake of future reference) you can now head left or right to find two strange-looking doors. Both of these doors are locked and require keys.

Start by heading to the left door. From there, turn around and start back down the hallway you've just followed. Ahead, you should see a pile of rubble (with a dig point sparkling) and a path taking off to the right. Follow the path to the right. There's a short little dead-end space on your right a short time after. Continue past it, but then follow the next path to the right and you'll pass into the next portion of the castle, the Senecio Section.



*The dig point near the left locked door.*



*Wroth Volcano waits for you in a treasure chest.*

In the Senecio Section, start by following the narrow hallway forward. After you defeat a wandering enemy, you'll find the path widening in a larger room. There's a portal here to your left. Save your progress, then continue forward. Here the path splits slightly. Going right will take you to a dead end without any rewards, so head left instead and continue along the passage. There are enemies here, and an excavation point. Be careful with the enemies, since they're quite a bit more dangerous than those you've encountered in the area up to this point. Take care of them carefully, then continue along the hallway to find a treasure chest. It holds **Wroth Volcano**.

Return now to the Intersection X area. This time, head right instead of left. As you proceed toward the right locked door, watch the wall to your left. Just ahead of the locked door, you'll come to a passage leading off to the left. Go ahead and follow that passageway.



*The passageway just before the right locked door.*



*An acquaintance most unwelcome.*

You're now in the Oath Section portion of the castle. Follow the path leading forward until you come to an intersection. To the right, there's an enemy standing guard near an excavation point. Take care of the enemy and harvest from the point. Then continue along the passageway until it comes to a 'T' and follow the path left from there. You'll find yourself at a four-way intersection with a portal located to your left.

From that intersection, first take the path leading to your right. Follow it to another 'T' and then head right again. There's an enemy in this direction. Defeat him and continue onward to find an excavation point. Harvest from it, then backtrack to the 'T' and this time head along the path that had led to the left (which should now be straight ahead of you). You'll come to another fork in the path. Here you can continue straight, or go right. Choose the latter option and you'll come to a 'Y' where you can go left or right. Again, go right. You'll come to a large room with a few enemies patrolling. Search here to find a treasure chest that holds **Elf's Emerald**. There's also an excavation point to check in the adjoining room.



*Take that, Mr. Hitman!*



*All's well that ends well.*

Now backtrack to the 'Y' and take the left path. There's an enemy along here, so take care of it and then save your progress if you haven't done so recently. Continue along the path now and as you approach a larger room, you'll trigger a brief cutscene and then a boss battle.

### Boss Battle: Hitman

The fight with the hitman shouldn't last very long. He has two fellow unions that will join him in battle. Take care of them first so that they're not adding to the issue. Keep up your health, as well. Once you've tended to the hitman's friends, you can focus on him. Just keep hammering away at his life meter and don't let your life supply drop too low. This shouldn't be a difficult fight to win.

After the battle, there's another brief cutscene and then you'll appear back in Balterossa. You'll receive your reward and the quest is concluded.



### Goodbye, Sweet Love

This quest is only going to pop up once you have access to The Great Subterrane area (it opens up after you've completed 'The Hero' quest, though there are other ways to make it available) and after you have completed the 'For Love the Bell Tolls' quest. To begin this new quest, head to the pub in Balterossa and go upstairs. From the top of the stairs look left and you should see a man named Paris standing in the corner with a red text bubble over his head. Talk to him and he'll say that he wants you to find an old seer who lives beneath the Great Sand Sea. He's referring to The Great Subterrane. When you accept his quest, you'll be taken to that area with Paris and friends as a guest union.

#### Reward

3500G, Bracelet of Crafting



*Paris needs your assistance.*



*Malevolence is an ugly thing.*

When you enter the area, a brief sequence follows. You'll be given two dialog choices, so of course choose "We've gotta go after 'em!" as your response. Now you're free to explore the cave in search of your quarry. Head down the path into the chamber with a pedestal. There are two paths you can take here: one to the right and one to the left. For easy reference, we'll call this 'Chamber A.'

If you've previously completed the quest called 'The Hero' but haven't returned here since, it's time for a little detour. Otherwise, you can safely ignore the next two paragraphs and the massive area along the right path (which we thoroughly cover while detailing how to complete a separate quest).

By following the path that leads right from Chamber A, you can find an exit to a separate portion of the cave. In this next area, head straight forward to another room with a pedestal at the center. Continue straight through along the path, entering into a room with a roaring waterfall.

There should be a portal here from when you completed that previous quest (The Hero), so use it to warp over to the opposite side of the chasm. There you'll find a rare monster, Malevolence, so be sure to get the initiative on the attack. Hit it with everything you've got and keep your health up throughout the encounter. Since he won't have any companions to help, your party outnumbers him and should have little difficulty defeating him. Once that's tended to, check the treasure chest behind him to find **Shamshir**. Now cross back over using the same portal, and return to Chamber A.



*Pedestals always mean a forking path.*



*It's no Jason Statham, but it's still a transporter!*

When you start down the path leading left from Chamber A, you'll come to another chamber where you can head multiple directions. Cross directly over the chamber, battling any resisting enemies, and continue along the long, narrow passage leading onward. This will take you into a new portion of the caves called 'Tranquil Springs.'

This area of the cave has a few side paths that we detail in our coverage for 'The Hero' quest. If you'd like detailed information about any goodies, check that write-up. Otherwise, the abbreviated version goes like this: stay to the right any time you're given a choice of path to take. Fight monsters along the way and you'll come eventually to a chamber with several enemies gathered and some flowering plants along either side. There's also a transporter. Take care of those enemies and then save your progress.



*This guy deals seer-ing pain!*



*Can their love endure?*

When you're ready, proceed along the path to a story sequence and boss battle.

### **Boss Battle: Seer**

The seer is flanked by two groups of Amoeba enemies, so take care of those quickly before you turn your attention on the big man himself. When you fight the seer head-on, watch for him to use attacks that block you from using mystic arts. Until that happens, spam such attacks for all they're worth to quickly drain your opponent's HP. After those attacks are sealed, combat skills will continue to make quick work of him. Even though he dodges pretty well, he doesn't seem to have a particularly lengthy life meter. You should be able to survive easily enough if you keep up the assault.

When you win the battle, you'll witness a short scene and then be returned to the pub in Balterossa, where you'll claim your reward. Then the quest is ended.



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## The Broken Seal

Travel to Melphina and enter the pub. There, you'll see a character labeled 'Knight of Melphina' standing against the room's left wall with a red text bubble over his head. Talk to him and he'll invite you to visit the palace. Return to the city map and from there head to the palace. Once there, you'll find a man named Roberto standing to the left of the throne. He also has a red text bubble over his head, so talk to him and he'll tell you of his dilemma. Answer "Sure, I'll help out!" to accept a quest. You'll materialize in Crookfen, the swamp area to the northwest that you crossed when first traveling to Melphina.

### Reward

Azure Orb



*Roberto needs your assistance.*



*Glowing stone column.*

Your goal in Crookfen is to find each of several magical columns that are placed throughout the zone. Along the way, you'll naturally be battling plenty of oarfish foes. From the entrance, you can head almost directly forward (you'll have to skirt the edge of a deep pool of water) to reach the first column. Investigate it to trigger a battle.

## Boss Battle: Ruler Of Mystic Arts

The Ruler of Mystic Arts attacks you with the assistance of two weaker unions. Take care of them first so that you can then focus your attack on just a single target and stand a better chance of keeping your health up in the process. Your adversary doesn't have a particularly lengthy life meter, so you shouldn't have too much trouble keeping your health up once you've rid the field of the underlings. Definitely don't relax your guard, though, since the whirlwind attack is quite capable of ruining your day if you let life drop too low. Still, it's not a tough fight overall.

Once the monster breathes its last, the stone column--which functions as a seal--will again perform its duty. You now need to find another one. From the base of the first one, turn around and travel back around the edge of the pool of water you skirted. Keeping on land, continue in that direction and you'll find another stone column. This one is in excellent shape and therefore not one of your targets. However, you can use it as a handy reference point. From that pillar, continue forward and then cross a bridge that leads over the water to the right.



*A bridge over troubled water.*



*The second broken seal.*

When you reach the opposite side of the bridge, continue straight forward to find another stone column that is in perfect

working order. Cross the nearby bridge and there's yet another stone column, with a bridge leading off toward the right. Cross over that bridge and head forward to a column just slightly toward your left. This one is also broken, so examining it will trigger another battle.

**Boss Battle: Ruler Of Weapons**

The Ruler of Weapons attacks with two weaker units by its side, just as the previous Ruler monster that you defeated. Your strategy here doesn't need to change from what worked during the previous confrontation. Simply take out the weaklings first, then focus your most powerful attacks on the ringleader and keep your health in decent shape in case any powerful area attacks head your way. The monster has several at its disposal and also a longer life meter, so it's especially important to keep up your health throughout the confrontation.

With that monster defeated and the seal restored, you need to worry about only one more. To find it, you'll need to head east along the mini-map. This will likely cause you to reach a rock wall, at which point you should follow that wall toward the right. Keep close to it and it will wrap around to allow you to enter a recess area where some oarfish enemies are circling near an excavation point and a waterlogged treasure chest. Just to the right from those attractions, near the base of a rock wall, you'll see the final of the three seals.



The third broken seal.



Be sure to choose the bottom option.

As usual, investigating the seal will trigger a boss battle.

**Boss Battle: Ruler Of Shields**

This fight finds you facing off against three crab-type enemies. As usual, take out the weaker units first (they don't have '???' as life meters). That will leave you free to focus on your primary objective: the Ruler of Shields. He'll go down without much of a fight at all, since his life meter stops at around 20,000 HP and his attacks are physical and fairly weak. Just keep your health up throughout the fight and focus the bulk of your resources on powerful mystic and combat arts. The fight should be over almost before it begins.

When the fight with that monster concludes, you've restored all of the seals. A short exchange will follow and then you'll appear back in the throne room in Melphina. There, you'll witness another exchange, this one between Roberto and Ophelia. It is important that you be careful when given a choice in how to respond. Choose the bottom response ("Don't let them get away!") or you'll risk missing a future side quest. Once you have made your choice, you'll receive the **Azure Orb**. This means that Rush can now use Evocations in battle. The quest is complete.

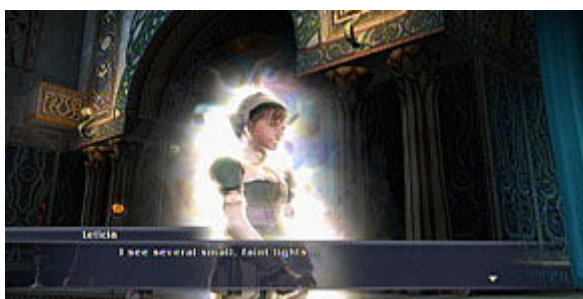
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**The Disappearing Knights**

Head to the pub in Melphina and you'll see a Knight of Melphina standing around with a red text bubble hanging over his head. Talk to him and you'll receive an invite to the palace. Immediately upon entering, you'll find a conversation happening. When it finishes, you can walk

| Reward |
|--------|
| None   |

forward to talk to Roberto, who will be standing left of the throne with a red text bubble over his head. When prompted, answer "Let's bring 'em home!" to accept the quest. You'll appear in Siebenbur. If you don't already have it in your inventory, you will receive **Moss-Covered Key**.



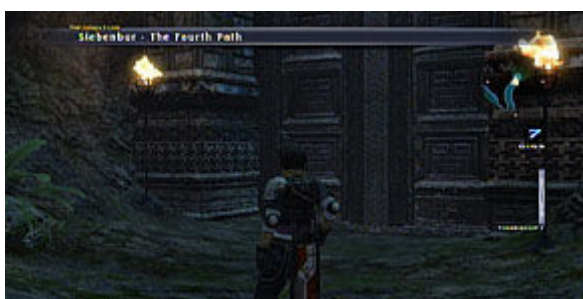
*Leticia senses life in Siebenbur.*



*This is the greenest part of Siebenbur.*

From the entrance, head forward along the path. At the bend, check the excavation point and then continue along the trail as it leads left. Defeat any enemies you encounter along the way and the path eventually comes to another sharp bend. This one leads right. Keep following the path and next you'll reach a wider room with more enemy units. Once you've tended to them, continue along the path as it comes to a fork where you can go left or right.

Unless you care about a felling point and some herbs in a treasure chest (not to mention some fights with a few enemy units), take the path leading to the right. This route will soon reach a door with some enemy units guarding it. Defeat them, then pass through the doorway.



*Use the Moss-Covered Key to open the door.*



*So much for the bridge...*

You're now at the base of a staircase. Climb up it and head forward to come upon the group of soldiers that you were searching to find. A brief sequence ensues. Once it concludes, you'll need to continue deeper into the cavern. Continue along the trail and you'll come to a teleporter with enemies nearby. Defeat them and save your progress, then continue along the path past the teleporter.

Now you'll find a group of enemies waiting. As you approach, a brief sequence follows and then you must defeat a group of hypnos enemies. Take care of them one at a time and keep a close eye on your health. They should go down fairly easily. Once they do, their leader will run down the path leading left. Follow him, taking care of enemies along the way. You'll come to another of the large doors. Open it and proceed along the trail.



*Void Intruder likes to spoil parties... because he's mean.*



*The Merry-go-round attack isn't as fun as it sounds.*

Along this route, you'll soon come to a short staircase that descends along the cave. Just past that are some enemy units, so take care of them as you continue along the path. You'll reach a split in the path. You can either head sharply toward the right or you can continue ahead and toward the left toward a treasure chest that waits in a dead-end chamber. It holds **Merman's French** and assorted other goodies. Grab the treasure if you haven't already (and defeat



monsters guarding it), then return to the fork in the path and follow the trail that takes off toward the right.

Proceed along the path until you reach another door. You'll need to use the Moss-Covered Key to pass through it. On the other side, you'll possibly see a monster patrolling. This is a rare creature called the Void Intruder, and you'll receive an achievement if you defeat him for the first time. Save your progress before approaching, just to be on the safe side. When you do actually engage him in battle, just apply the same strategies that you normally would: keep up your health, let a few people hang back for healing purposes or so that area attacks aren't quite as devastating and don't allow yourself to get impatient. You should be able to chip away at his life meter pretty quickly and emerge the victor without too much grief.



The view here is to die for.



That's a lot of stairs...

The treasure chest near Void Intruder contains **Alp's Briquette**, and there's an excavation point sparkling along the floor. You can follow a door left from there to continue through the ruins. You'll find yourself in a passageway with several flights of stairs leading toward higher ground. Continue along them and you'll reach the next portion of Siebenbur, known as The Fifth Path. Head along that passage and you'll come to some patrolling monsters at the top. Defeat them and continue forward to reach a fork in the path where you can go off toward the right, or continue forward. The latter option will take you to the top of a cliff, which you can slide down to reach an area below. Do so.

From the base of that cliff, continue forward along the path until it reaches a 'T' and head along the branch to the left. You'll soon reach another fork in the path. Here, you should head to the left again along what looks like the main path. This will lead you up some stairs and through another door. Beyond that door, the trail leads out to the world map, which is where you want to go. Once you reach it, you'll be returned automatically to the throne room in Melphina.



Roberto is grateful again.



Pick the bottom choice to agree with Ophelia.

In the throne room in Melphina, Roberto is grateful yet again for your heroics. Ophelia is more concerned with apprehending the thugs that escaped. You'll be asked which choice you think is best. As you did following the previous quest that Roberto assigned, be careful to choose the bottom choice ("Honor is serious business."). You'll be awarded **4800G** for your assistance and the quest is now complete.

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### The Reviving Legend

Travel to Melphina and head for the pub. There, a Knight of Melphina will be waiting with a red text bubble over his head. Talk to him and you'll get another invite to the palace. When you arrive, you'll find the court in a frenzied session. Talk to Roberto once it concludes and answer "Of course I'll help!" when he asks you to aid Melphina in a

| Reward |
|--------|
| None   |

coming battle, then "I'm ready--let's roll!" You'll be transported to the Malbourn Flatlands to help out in a battle.



Begin the fight by picking on the evil eyes.



After the battle, side with the hot-headed Ophelia.

After a brief sequence as you arrive, you'll be pulled directly into the battle. There are five enemy units available to target right from the start. Take them out one at a time, starting with the evil eye, then the amoeba and finally the hypnos creatures. As the first round concludes (a round that will probably be spent just moving into place), another enemy unit will likely arrive. Don't be distracted. Just stick to the plan and take on the enemy units one at a time as more of them arrive on the scene during subsequent rounds. Remember that your goal is simply to eliminate enemies until Martha can re-apply the seal.

After you've defeated seven introductory units, five additional units will arrive. Two of these are nothing significant, but the other three are the powerful monsters that you may remember fighting from a previous quest when you fixed broken seals. As possible, take out Ruler of Shields, then Ruler of Weapons and finally finish things up by defeating the heartiest of the lot, Ruler of Mystic Arts. Remember to focus on one unit at a time, and you shouldn't even begin worrying about the Ruler monsters until all others are cleared from the battlefield. Keep your health supply abundant, use your most powerful attacks and before long, you'll emerge the winner.

After some short sequences, you'll be back in Melphina's palace and asked to give your answer to another debate between Roberto and Ophelia. Again, it is important to side with Ophelia. Select the bottom choice ("...still gets the job done.") and the quest is complete. You'll receive some cash as your reward. If you've sided with Ophelia after all three of Roberto's quests, you can also look forward to another quest that otherwise won't appear. Lucky you!

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The Cosmos Maiden

Go to the pub in Nagapur. There, go upstairs and to the room that's located left from the staircase. A man is standing around with 'Kosmosfest Staff' serving as his label and a red text bubble over his head. Talk to him and answer "What's up?" when he asks if you have a minute. Then answer "I'll get your maiden back safe!" at the next prompt. You'll be sent to Crookfen to begin the quest.

| Reward |
|--------|
| None   |



The Kosmosfest staff member takes his job seriously.



You can easily wade through the shallow water.

Crookfen isn't a terribly complicated area, especially if you have the map to follow. At this point, you begin along the northwest portion of the map. You need to work your way to the southeast exit. To do this, head straight forward along the main land mass until it reaches a shallow body of water ahead. You can keep going, so do so. Wade in what will essentially be a straight line as you pass through a sort of ravine.

Keep traveling in the generally straight line and next you'll find yourself back on land. Continue in the general direction, possibly veering slightly left as you reach a rock wall. This should lead you to another ravine, with a shallow pool off to the left. Look carefully toward that pool and you'll notice someone standing near it with a red text bubble overhead.



Such a beautiful pool of water...



Sheryl is safely escorted.

Talk to the girl and she'll prove herself to be quite vapid. Answer "...You the Cosmos girl?" and she will join your party as a guest union. Now you need to backtrack the way you came, all the way back to the exit you used when entering. Along the way, you should do your best to avoid any monsters, a task that shouldn't prove too difficult given the open nature of the area. When you reach the entrance, you'll be warped back to the pub to receive a **Javelin** and some cash. The quest is concluded.

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Wisdom's Echo

In Nagapur, head upstairs in the pub and left from the head of the stairs. Standing against a railing that overlooks the room below, you'll see the old-fashioned woman. Talk to her and she'll indicate that she needs someone to lead her to a warrior in Dillmoor. Answer "Sure. If you want." when she asks if you're up to the task. Only then does she reveal her name: Glenys. Then it's off to Dillmoor.

| Reward                  |
|-------------------------|
| Batwings, Honor of Oath |



Old-fashioned women hang out in bars all the time, right?



Need a key? Glenys has one!

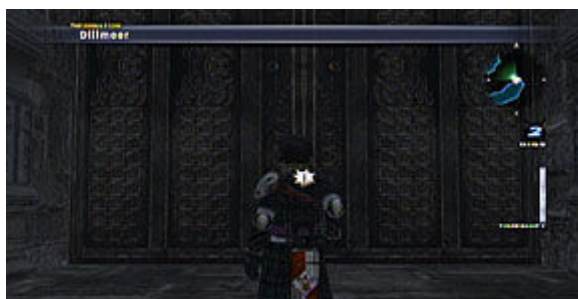
When you arrive within Dillmoor, Glenys suggests that the man she's looking for must be down near the moor. You'll need to find the entrance, she says, and gives you the **Plateau Key**. Now you're free to explore the area properly, with Glenys along as a guest union.

Start forward along the path directly ahead and follow it uphill as it veers generally toward the left. There are monsters here as you progress, so tend to them and don't let any startle you. As you continue to climb, the trail will widen toward the right and you'll see enemies patrolling the area in that general direction. Defeat them and continue uphill to arrive at a plateau. Here you can continue to the right and forward. Doing so will cause you to reach a bridge across the wide chasm.





*Use the bridge to cross the chasm.*



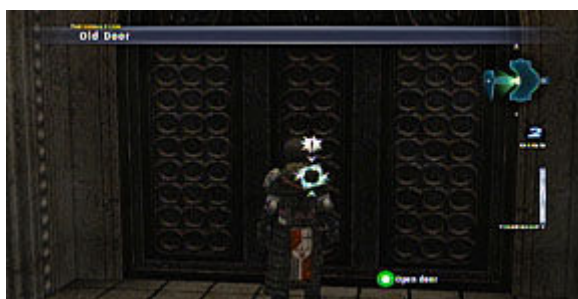
*What's on the other side of that door?*

Cross the bridge. At the other side, head along the path leading toward the right, which skirts a large mountain peak. Defeat enemies along the way and eventually you'll come to a locked door where you'll be prompted to use the Plateau Key that Glenys gave you upon entering the area.

Through the door, you'll find a winding underground passage. Follow it around until there's a branch to the right. At the end of that short branch is a doorway. Save your progress, then pass through the door.



*This is your introduction to the Aveclyff area.*



*An old door leads deeper into the mysterious passage.*

You've now arrived in a new dungeon, Aveclyff. Your exploration of the area begins at the start of a hallway. Proceed forward and you'll come to a room that widens ahead of an old door. Open the door and proceed to the hallway beyond. Continue down it briefly and you'll find yourself in a much larger chamber. Ahead, a pulley system seems to be keeping things operating. You can look out to a plaza below, but can't reach it yet. Instead, head along the path along the room's left side.

Here you'll notice your first enemies within the area, circling in a hallway just beyond where a door takes off to the left. You can head forward to attack the first vulture, but the others are out of reach. Near that vulture, a door takes off to the left, but don't worry about entering it because you'll be getting to the same place it leads by a different route. After defeating the vulture, head back to that first door leading left. Pass through it and you'll find yourself in a short hallway that quickly leads into a more open room. There are arachnid enemies here, so gain the initiative and send them packing. Check the treasure chest in the left corner of this room to obtain **Chisel**, an upgrade to an existing formation.



*Improvements for battle formations are always welcome.*



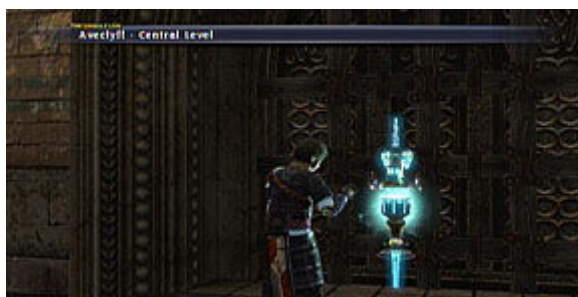
*A digging point where once there was a stone column.*

Right from this room, a doorway leads down another hall. Follow that passage to reach another wide open room. Here, you have two options: you can search a room leading off to the left, or there's one leading off toward the mini map's north. Meanwhile, enemies are patrolling the immediate vicinity. Tend to them, then check out the room toward the left. Through that door, there is an enemy roaming immediately to your left. Defeat it, then follow the path around some rubble. There's another door here that takes off to the right (up on the mini map), but ignore it and continue to explore the immediate area. Continuing ahead, you'll find more enemies patrolling along a wall. Defeat them, then check the pedestal resting against the wall that they were guarding. It's a digging point.

Now you should go ahead and enter the door leading north from this immediate chamber. You'll be back in the large room you left a moment ago, the one with the pulley system. Now you're on the other side of the gap in the path that you couldn't cross, though. Take care of the two vultures circling just to the right, then step onto the nearby platform that they were guarding.



*An operating lever.*



*Now maybe you won't get lost as easily.*

On the platform, you can use the operating lever to lower yourself toward the room below. This huge area has three vertical levels. You started at the top level. As you descend, you'll feel a rumble as you settle into place even with the second tier. Go ahead and disengage yourself from the device at this point, since you'll want to explore the nearby ledge. As you face the ledge from where you're standing on the platform, you can head left to find a digging point or right to pass through a new door. Go ahead and enter the door. It leads to a short hallway and another door. Through that second doorway, you'll find yourself in a larger room. To the right, you should see an enemy. Head in that direction and kill him. Beyond, there's another monster of the same type, then a treasure chest that you can open to obtain **Awecliff Map 1**.

From where you get the map, head back around toward the hallway that you used to reach this large chamber. Continue past it and through a door that leads to another chamber of similar design. As you enter, there's an enemy to your immediate left, so don't let it startle you. There's a door leading left from here, but it's just a dead end. Ignore it and continue through the door along the side of the room opposite the door that you used to enter. You're now in yet another of the similarly-shaped chambers. Here there are plenty more monsters to slay. The room has a door leading almost immediately to the left, then wraps around a corner in that direction itself to a second door.



*There's no shortage of doors in this area.*



*There's a vulture to the left.*

The second door leading left does go to another room, but it's effectively a dead end without any points of interest. Go through the first door instead. This will take you to a ledge where a vulture is circling. Kill it and then continue along that ledge to reach a doorway. Pass through it and you'll arrive in a short hallway with another door leading into a larger room beyond. Go through the door and ahead you'll notice two enemy units patrolling. Tend to them and you have a choice: you can head left through an open door, or explore just to the right. Start by doing the latter. When you work around the pile of rubble there, you'll find two more enemy units anxious to taste the steel of your blade.

Once those ruffians have been dealt with accordingly, return to where you first entered the room and now you should pass through that open door that led to the left. Here, you'll find a door leading off to the left. Pass through it and there's a short hallway beyond, then a door leading into the next room. Go through the door. There, you'll find yourself on a ledge leading left, to where a vulture is circling.





*Another operating lever at your disposal.*



*That's a lot of beetles!*

Defeat the vulture and follow the path left. You'll find yourself at another of the operating lever platforms. Use it to descend to the lowest level of the chamber. When you reach the base, you're almost even with the floor. From the platform, you can look down just a short distance to see a ton of beetle enemies are circling.

Head along the outer edge of the room, toward the right as you're facing away from the platform you just used. You can walk along this area unmolested, temporarily ignoring any doors that branch off toward rooms on the side. When you reach the end of the path, you'll find a treasure chest. Open it to obtain **Leapfrog**. Now there's just the matter of clearing the area. Turn back around after grabbing the treasure chest, so that you're facing along the path that skirts the outer edge of the room.



*The treasure chest contains Leapfrog.*



*Back in the main room...*

Now you're going to head back around. Start along that path and enter the first door on your right. You're in a short hallway leading into a larger room. As you enter that room, know that there are several enemies patrolling. Be ready to initiate any fight. Once those adversaries are defeated, follow the room around as it heads toward the left. You'll find a vicious plant enemy hiding behind the stone column here, so proceed cautiously. Past the plant, you'll find another enemy near a door. Defeat that foe and then continue through the door. Cross the room beyond, ignoring the door that leads to the left (it just goes to the large room you've already explored). Pass through the door on the opposite end.

Here, you're in a large room that rounds a corner and turns toward the left. There are large stone pillars here, and an enemy along the room's far left side. In the back right corner, you'll also find a treasure chest. Open it to obtain **Ring of the Patient Ear** and **Charm Recipe 5**. Now follow the corridor to the left and take care of the patrolling enemy before heading down a hallway that branches left to a door. That door leads back into the main room.



*Dig for goodies in the rubble.*



*A teleporter at last.*

Now you'll want to continue along the platform as you head to the right. The next door to the right is a dud you can't access, but the one after that is the real deal. Pass through it, but be warned that there are enemies in the area ahead. Proceed with caution as you tend to them, and also check the area just ahead and to the left of the door (beyond a pillar) for an excavation point. There's also a digging point along the rubble that forms a wall, right from the entry door. Now head to the left side of the room and pass through that door.



In this next room, you'll find a teleporter along the right side. Left from there, you can pass through a door back out into the main room. As you head through that door, turn to the right and continue along the path in that direction. Enter the next door that you find, which should be on the wall straight ahead of you as you approach the corner. Through it there's a short hallway and another door. Pass through the door. To the right, you'll see some more of the vicious plant monsters common along the lower levels of this region. Take care of them and then head back toward the left and through the door on that side of the room. You'll see a hallway that branches off to the left, with a door at its head. Head down the hallway and save your progress just ahead of the door. Then pass through it.



*You can head down this ramp to fight beetles.*



*You're probably going to wind up fighting a lot of beetles for this part.*

You'll come out on the ledge overlooking the same beetles you may recall seeing in the room before. Approach the edge and Glenys will finally remember to mention that the master she is looking for has probably turned into a monster following the many years he spent battling. When that discussion ends, continue down the bank and you can start battling those beetles. They are actually landworm creatures. You should be able to chain together all sorts of them if that's your thing. However, they'll keep coming indefinitely, no matter how many you slay. There's also a dig point along the left side of this little makeshift arena, if you feel up to using it. You'll probably be more occupied by the monsters, though.

To complete the quest, the monster you need to kill isn't a landworm. It's a plant-type enemy called a Mantroskylo that will appear in the area once you've enraged enough insects. The way it works is that you need to run around in the basin where the insects are shambling about. Keep moving in wide circles, coming close to the insects but not quite bumping them. As more and more of the insects turn red and give chase, the monster you're trying to target will slowly flicker into sight. It takes around six or so bugs actively chasing you before it starts to take on a near-solid form. When that happens, press the button to time shift, then run into the creature directly. This should trigger the battle that you're hoping to fight. If you mess up and trigger a fight early with the beetles by accident (by bumping into one), they'll gain the advantage in a battle and then you'll have to start the process over again.



*Mantroskylo doesn't fight alone.*



*Mantroskylo looks like many plant-based monsters before him.*

Once you do succeed in causing your target to appear, you'll know it; the game will pop up with a screen advising you that it's time to defeat Mantroskylo.

### **Boss Battle: Mantroskylo**

Mantroskylo will bring along support in the form of a large avian monster, Spiritlord. This fellow is definitely dangerous, since he casts curse magic on deadlocked unions during the first round. For the first round, try to hold back on attacking any monsters at all. This decreases the likelihood of multiple unions falling victim to curse (since the landworm monster will almost immediately die if you attack it, leaving every other union to pick unwanted fights with the Spiritlord).

After the first round, focus your efforts on the Mantroskylo and on keeping up your HP. Since Spiritlord and Mantroskylo have around the same HP, there's no point in even bothering with the bird. By the time you kill it, you could easily have killed your real target instead. As for Mantroskylo himself, everyone should gang up on him and unleash powerful

combat and mystic arts to make quick work of his life meter, which actually isn't terribly long (about 50,000HP). He'll be countering with physical attacks the whole time and you'll have the occasional area attack to worry about (courtesy of Spiritlord), so definitely keep your health up. If you do that and keep your cool, this shouldn't be a terribly difficult battle.

Once Mantroskylo bites the dust, the guest union will leave your party and you'll appear back in the pub at Nagapur. There, you'll receive your reward and the quest is complete. Whew!

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Amnesia

Travel to the pub (Cafe Moondust) in Balterossa and head upstairs. From the top of the staircase, head left and you'll find yourself in a balcony-like room. A man named Jorgen is standing near the railing with a red text bubble over his head. Talk to him and agree to help. This will begin the quest.

| Reward         |
|----------------|
| Stacked Attack |



At least he remembers his name...



Stacked Attack? Oh, yeah!

To complete this quest, you next need to give Jorgen some items that will jog his memory. Basically, you've collected "X of Remembrance" items (where 'X' is a type of equipment). Giving him three of these will satisfy the conditions of the quest, but the type of item you give him will affect the outcome. You'll want to pick items that sound like they would go with the type of warrior you want, since after finishing the quest you'll be able to recruit Jorgen to serve as a leader.

When you have given him enough items, Jorgen will reward you with **Stacked Attack** (a new formation) and the quest is ended.

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Mr. Diggs

In the Grants Way area of Celapaleis, you should see someone standing near a merchant stand along the right side. Talk to him twice and he'll reveal that he needs metal to produce wares for his shop. He'll mention that he will be heading to the pub.

| Reward |
|--------|
| 1000G  |



*This guy needs some light metal.*



*Metal on the wall.*

Head to the pub yourself, in the Lamberra District. Inside, turn to the right to find the apprentice craftsman standing there with a red bubble over his head. Talk to him to trigger a scene. You'll be offered a companion to help you harvest metal. Accept the companion to wind up accepting the quest by extension.

Now it's time to go find the required metal. You'll appear within Gaslin Caves. Proceed forward along the path, battling enemies and keeping an eye on the walls. You should notice a sparkling bit of light on the wall to the right, around the time the path makes its first bend. Approach and you will be able to harvest that point for **Light Metal**. Doing so will automatically take you back to Celapaleis for your reward. Mr. Diggs will also become a permanent companion for you (so that you can harvest in the future) and you'll be informed that the customization shop should now be open in the Grants Way area. Cool!

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#### After a Day's Work...

Head to Elysion and enter the pub. Climb the stairs and then go right from there. You'll find a character labeled as 'White Sovani' with a red text bubble over his head. Talk to him and you'll learn that he is looking for seeds from the white flower. Answer "Calm down. I'll do it." to accept his quest, which will send you to the Catacombs area.

#### Reward

Shend Salia



*Find your quest upstairs in Elysion's pub.*



*It's time to explore the Catacombs again.*

Once you appear in the Catacombs, head forward along the hallway, down a short flight of stairs and through the old door. However, you need to be ready for enemies to charge you in this space. As you enter, set things into slow motion to give yourself time to gain the initiative and to get a feel for where enemy units are positioned. When the room is clear, proceed along the corridor leading to the right. Follow it through a long hallway and through another old door, and keep following the path through to a new area.

In this area, you'll appear in another of the long hallways. Follow it until you reach an open archway. Through that is another of the albic qsi monsters like the fragrant fellows that attacked you in that first large room. Take care of the qsi and then proceed along the next hallway, which is wider. It leads to another old door. Open the door and pass through to the next room, where you should head left through an archway. Beyond that you'll find yourself in another long hallway. Defeat any enemies you find there (which again should include a fleet-footed qsi monster) and continue until you reach another door.





*Old doors. What would we do without them?*



*The qsiiti characters are abundant here.*

Opposite that door, the path continues a short while before coming to a 'Y' where you can head right or left. Go left, but be prepared for another qsiiti to rush you. After defeating it, head through the door that was toward the right as you entered. Continue along the hallway and you'll come to a wider room that serves as a 'T' in the path. Ahead, there's a human enemy wandering around. Approach him and be sure to gain the initiative, as you're about to face a bandit.

The bandit shouldn't provide much resistance. Just hit him with your most powerful attacks and you shouldn't even need to worry about healing. When he's gone, proceed left and follow the passage in that direction. The floor here is covered in places with a mist that prevents you from moving quickly but has no such effect on any nearby monsters, so keep that in mind as you explore. Continue to the end of the first such corridor and you'll find yourself at the base of a rusted ladder leading upward.



*The ladder past the mist-covered passage.*



*Mist can't hide the slug-like enemy hordes.*

From the top of the ladder, continue along the passage ahead. Beyond some enemies, you'll find an old door that leads into the next portion of the dungeon. When you appear here, you'll be at the start of another long passage. Follow it to find another mist-covered floor. There's also a harvest point there, if you're interested. Past the mist-shrouded area, you'll come to another door. Through that you'll find an enemy unit. Then you can exit through the door along the room's right side.

Continue along the narrow hallway to reach another old door. Through that you'll find more enemies waiting, including some of the qsiiti variety. Defeat the lot of them and proceed through the next old door, then along the hallway that waits beyond. There's a save point, as well as a teleporter. Then you can pass through yet another old door into the final portion of the Catacombs.



*There will be blood...*



*The Shend Salia is yours for the taking.*

This final room is absolutely infested with albic qsiiti enemies. You should be able to easily slow time and chain five of them together to fight at once. Naturally, that means that you'll want to proceed with caution when it comes time to fight. Definitely keep your life meters in good shape and hit with your most powerful combat and mystic arts attacks when possible.

Once you win the fight, you'll receive **White Flower Seed** for your trouble and will appear back at the pub. The white qsiiti will take the flower and insult you. Your reward is **Shend Salia**. Oh, and another completed quest...

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**Slumber of the Lost Fragment**

From the entrance to Ghor, head along the main street, watching to the right. You'll see some crumbling rubble that looks like fallen pillars. Standing on the other side of those is a large yama creature with a red text bubble overhead. You can easily pass around the rubble to talk with him. Do so, then answer "...Uh, sure?" when he asks you a question. He mentions dropping six of something in a passage in Blackdale. Then you'll receive your quest (to find them) and materialize in Blackdale.

**Reward**

4000G, Aen Salia



He's missing six of something shiny.



Treasure on the cavern floor...

Head down the passage straight ahead to a 'T' in the path at the edge of a precipice. Start by heading left, where you'll find a sparkling point on the ground just beyond a spider. Search the spot to obtain **First Treasure**. There's also a dig point along the wall just beyond it, if you're interested. Now return to the 'T' in the path and this time follow the branch that was on the right as you first approached it (now straight ahead of you).

Along this route, you'll soon come to a 'Y' in the path. Heading left will take you to a dead end with two '!' on the ground. The left one is an excavation point, while searching the right one will allow you to obtain **Second Treasure**. Once you've tended to those points of interest, return to the 'Y' in the path and this time follow it toward the path that was on the right. You'll come across several enemy units, and past them you'll find yourself at a 'Y' in the path. The right branch is an immediate dead end, so follow the left one to another 'Y' in the path.



Wolves on patrol.



Sparkly ground at the dead end.

At this particular branch, head toward the right first. Defeat any enemies you find there and open the treasure chest to obtain **5000G, Ring Recipe 5 and Armlet Recipe 5**. Check the wall in this area for a digging point and the floor for a shiny point where you can search to find **Third Treasure**. Now backtrack to the 'Y' branch and follow the path that led toward the left. Along this passage, you'll come to another 'T' where you can go left or right. Head right first to find a treasure chest that contains **Elite's Rod**.

Left from the 'T' in the path, the trail continues deeper into the cave. When you appear in the new portion, you're in a wider tunnel with enemies ahead. Proceed forward and you should notice a path branching sharply back toward the left, in the general direction that you've just come. Follow it to battle some more enemies before finally reaching a dead end. There, you will find a sparkling point on the ground where you can search to obtain **Fourth Treasure**. There's a digging

point available along the wall, too. Now backtrack toward the main passage and continue forward.



The madman is a little bit... crazy.



A map is never unwelcome.

As you proceed along the wide passageway, you'll come to another fork in the road. At this area, a rare beast known as a Madman may choose to burrow out of the ground and attack you, so be ready for that if it occurs. He's not that difficult to beat down, though his attacks are of the powerful variety if your battle rank is too low. Just keep up your health and hit him hard with combat arts to make quick work of him.

From the branch, first take the path to the left. You'll find a few enemies ahead of a dead-end room where you can open a treasure chest to obtain **Blackdale Map 3**. There's also a sparkling point on the floor. Search it to obtain the **Boots of Remembrance**. Now backtrack to the fork in the path and this time take the path that was on the right. Follow that until you reach a bit of a fork in the path. There's a short dead-end passage to the right where you can find an excavation point. The **Fifth Treasure** is also lying on the floor here. Grab those items, then continue along the main passage you were following.



A teleporter is always a sobering sight.



Not as happy to see you as you might suppose.

Soon you'll come upon a teleporter along the right side of the passage. Past that and toward the left, the path grows narrower and continues winding its way deeper into the ground. Near the end, you'll find several enemies waiting before the room widens into a proper dead end. Open the treasure chest here to find **Ondine's Pear**, then search the bright spot along the floor for the **Sixth Treasure**.

Now you'll appear back in Ghor, in front of a fellow who looks to be the white yama who gave you the quest. Following a brief conversation, you'll receive your reward and the quest is complete.

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A Voice from the Past

Head for the pub in Melphina. Seated at a table just left from the entryway door, there's a white qsti character with a red text bubble over his head. Let him tell you why he needs your assistance, then answer "Alright...I'll get the book." You'll accept the quest and then appear within The Catacombs.

| Reward                        |
|-------------------------------|
| Picture of the Second Brigade |





*If he wants a book so bad, why not check the library?*



*This old door leads to the unknown.*

From where you appear, head forward along the path until you arrive at an old door. Pass through it and you're in a larger room. Enemies may rush you here, so be on your guard. When the area is clear of nasties, take the path leading off toward the left, which likely wasn't available on any previous visits you may have made to the area. It leads to an old door. Pass through that and you'll find yourself in another lengthy hallway.

At the end of this passage, you'll find another old door leading to parts unknown. Pass through it and now your map will abandon you. You'll have to wing it for a bit. For now, continue along the passage. You'll come to a sharp bend in the path that leads off to the left, with enemies nearby. Defeat them and check the pile of rocks nearby for a digging point. Then continue along the corridor. The path winds along its merry way without any interruptions (aside from enemy attacks) until you reach another old door.



*It's hard to see what's so great about the Nymphalidacs in these parts.*



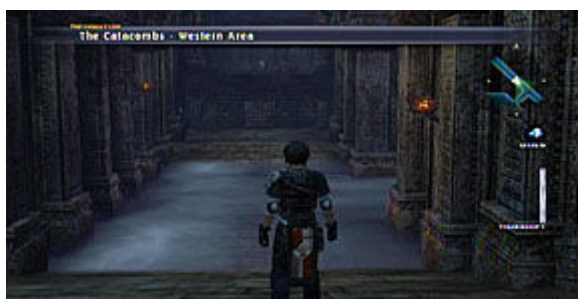
*Finally, another map!*

Pass through the door and you'll find yourself in a larger chamber where an enemy waits ahead. Take care of the enemy threat in the area (there's another of the enemy units off toward the right, around a pile of rubble) and that will leave you free to look around. Though the room seems fairly complicated, it actually isn't. The only paths forward are one along the room's left side (through an old door) and one along its back side, where more enemies are patrolling. The area beyond the door is a useless dead end with a few enemies thrown into the mix, so avoid that route and proceed along the path that leads past the back of this main chamber.

Defeat enemies as you go and soon you'll arrive at a 'Y' in the path. Follow the branch leading to the left first, where you'll find a treasure chest. It holds **Catacombs Map 2**. Now return to the fork in the path and this time follow the one to the right. You'll find yourself at the top of a ladder you can descend to the passage below.



*Descend the ladder to engage waiting enemies.*



*A mist-shrouded view.*

Take care of the enemies in the immediate vicinity, then proceed along the path. It continues forward then slightly to the right, where you'll find an old door. Through that door, you'll arrive in a larger passage with a door off to the left that leads into the next hallway. Make for that door, but don't let the enemy that waits behind the stone column get the drop on you. Defeat him, then pass through the door and into the hallway. Follow that short chamber toward the archway

leading into a larger room. Here, more enemies may try to startle you from the side, so be ready for that as you approach and pass through the archway. Tend to those foes, then pass through the door leading to the right.

You're now in a narrower corridor. Ahead, mist lies across the floor and will slow your progress. There's also a diving point you can use. Proceed through the mist and you'll come briefly to higher ground, where a monster waits. Defeat it, then head through another patch of mist. The far side of the mist just comes to an immediate dead end at the base of a wall where you can use a digging point. To the right, you'll find another old door leading into a larger room beyond.



*A whole lot of mist...*



*A fork in the path.*

In this new room, you'll find that the mist has persisted. Your progress along the floor here will be slow and there are several enemies, so don't let them startle you. Tend to them, then proceed toward the back side of the room. Straight ahead, a door leads to a dead-end room with a treasure chest that holds **Cureroot(3)** and **Refreshing Herb(3)**. In the previous room where you just defeated the enemies, there's another door along the left side that grants access to a narrow corridor, also covered in mist. Here you'll find another enemy, a teleporter and also a fork in the path.

Start by following the path that leads left to find a ladder you can climb to a higher area. Take care of the enemies that wait for you here, then open the nearby treasure chest to obtain **Withered Parchment(3)** and **Armlet Recipe 3**. Now return to the fork in the path and this time take the one that led to the right, along the narrow corridor.



*Where mystical books go to die.*



*The Souleater is a bit of a wimp.*

You'll be relieved to find that the corridor almost immediately ascends a staircase, which means you can finally leave the wretched mist behind you. Soon, you'll reach an old door at the end of the passage. It leads into a new portion of The Catacombs, the Disposal Area. Head along the hallway and you'll come to another door. Pass through it and you'll find yourself in a large room filled with rubble. As you enter, a boss fight is almost immediately triggered.

### **Boss Battle: Souleater**

Souleater is pretty easy as enemies go, with a life meter of only around 25,000 HP and a lack of any particular devastating attacks. Odds are good that you regularly defeat 'standard' enemies that are more capable of putting up a fight. Just focus on hitting him with your most powerful attacks right from the start, since he attacks alone, and keep your health up if you find it necessary to do so. He should fall pretty quickly.

When you win the fight, you'll find yourself talking to several civilians. When they ask you a question, answer "Yup, that's him." and they will talk some more. Then you appear back at the pub, where you'll receive your reward and credit for completing the quest.

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## Blooming Flower, Singing Bird

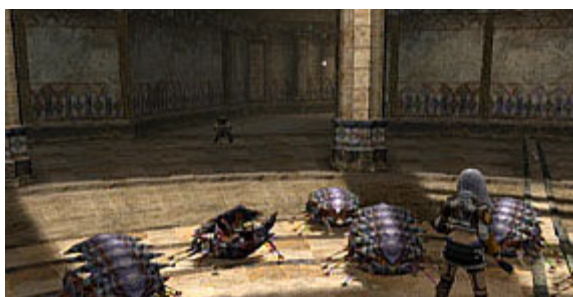
Travel to Balterossa and head to the pub. Climb the stairs and turn to the right, where you'll see a girl named Hannah standing around with a red text bubble over her head. Talk to her and answer "Y-yes! Very yes!" when she asks you if you'll help. The quest is now begun.

### Reward

Aes Salia, Snowflake



*Hannah really appreciates innuendo.*



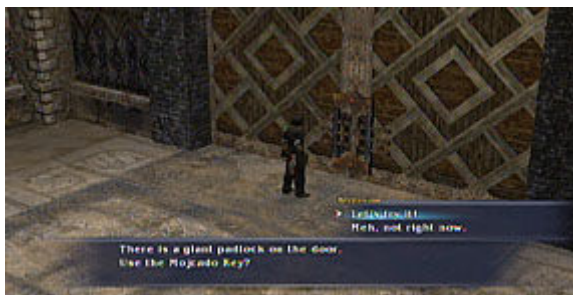
*Hinnah, however, doesn't appreciate landworms.*

You'll appear now in Mojcado Castle. Head straight forward along the main passageway through the ruins until you arrive in the second portion of the castle (it's a straight path if you ignore the numerous intersections with paths branching to either side). In this second portion, travel straight forward. Ahead, you should see a fenced wall. Approach it and you'll catch a view of a woman standing on the other side. To get there, you'll want to head along the passage leading to the right.

Follow it past the first intersection and take a left at the second. Follow that to where the path has a branch leading right. Along that branch, travel until you reach a 'Y' and continue along the left branch. As you reach the end of the path and start into the next room, you'll trigger a battle with a group of landworm enemies that were threatening the girl you saw when looking through the fenced passage.



*Hinnah fails at appreciation.*



*This door leads to the Phoenix Section.*

The fight with the landworms shouldn't prove all that difficult. Take care of them while maintaining your units' health meters. When the fight ends, Hinnah will express her displeasure. She also refuses to leave until you find what she lost. Check the sparkling point on the floor just to her right to obtain **Mojcado Key**. Now backtrack to the main wide hallway that runs horizontally through the area. There should be doors on both its far left and far right sides. You'll want to enter the locked door along the right side of the map (which should be on your left as you're arriving from where you spoke to Hinnah).

When you pass through the door, you'll appear in a new portion of the castle called the Phoenix Section. Proceed along the passage and you'll shortly come to a 'Y' in the path. The left path is the one to take. Follow it up some short stairs and past an enemy unit to arrive at an old door. Through the doorway, you'll find a treasure chest that contains **Restabulb(3)** and **Faerie Herb(3)**. Collect the loot, then pass through the open doorway into the adjoining chamber.





*Treasure chests show up in the strangest places.*



*Pegasus is yours to keep!*

Here, you can dig along the wall for some nice components. Then proceed into the next chamber, where there's an excavation point along the floor. Keep going past that into the next chamber and then you have a choice: you can proceed directly across or you can head to the right where another door awaits.

Start by heading straight across. Here, you can then follow a series of rooms leading toward the right to find **Silver Ore** in a treasure chest. Beyond that room is a narrow passageway that leads to a diving point at an 'L'-shaped dead end. Now return to where you first had the choice of going straight or right. This time, you should proceed along the area that was to the right (now to your left as you're arriving back on the scene from the dead end).

Along this route, you'll almost immediately come across a treasure chest that contains **Pegasus**, a more powerful version of an existing formation.



*Past the excavation point, a door leads left.*



*The item you're looking for is near the chest that contains Rosethorn.*

From where you obtain Pegasus, continue forward. There's an excavation point ahead and to the left along the floor, while right from there you'll find another door leading off to the left. Through that door waits another enemy. There's a door on the opposite side of the room that leads into another cramped corridor. Here, you'll find a teleporter waiting for you. Proceed left from there into the next room, where plenty more enemies will fight you. Then advance into the room after that, where you will find a treasure chest that contains **Astra Alloy**, **Medal of Strength(2)** and **Weapon Recipe 32**.

Continue from there into the next room, where you can defeat more enemies before entering a narrow passage that takes off toward your left. It soon widens into a more significant room, where numerous enemy units are roaming. There's a treasure chest here, as well. Take care of the units as you see fit. Then you can open the treasure chest to obtain **Rosethorn**. In the same area, there's a sparkling point on the floor. Examine it to obtain **Tarnished Earring**.



*Hinnah hasn't moved an inch from where you first met her.*



*Hannah is pleased to see you again.*

Now that you have the earring, it's time to return to Hinnah. Backtrack to the corridor where you beat off the monsters that had surrounded her. Talk to her and she'll express her version of gratitude. Then you'll appear back in the pub. Hannah will show you some gratitude of her own and the quest is officially concluded. Good going!

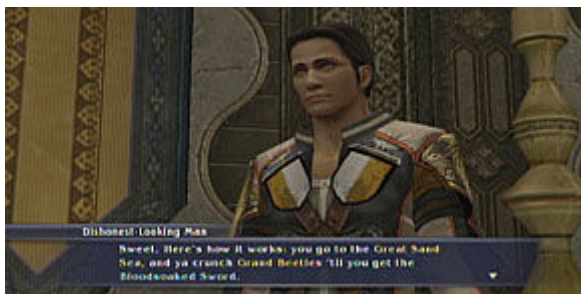
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### The Losing Game

Travel to Baaluk. There, head for the pub. Inside, head left from the door to find Dishonest-Looking Man. He has a red text bubble over his head, naturally. Talk to him and he'll challenge you to defeat grand beetles in The Great Sand Sea until you obtain the Bloodsoaked Sword. Answer "You bet I am!" to accept the challenge and begin the quest.

#### Reward

Ves Salia



*What does this guy want with the sword, anyway?*



*The Great Sand Sea is as barren as ever...*

You'll appear in The Great Sand Sea area. Head along the path and then follow it as it veers right and downhill, into the next area. You're now at the edge of the main basin that makes up the zone. You might notice that the area is infested with Spiritlord enemies, but that's okay. Although they're tough, their presence doesn't prevent you from completing the quest (and actually makes it easier to determine when you've found the grand beetle enemy that is carrying the sword). From the entrance to the basin, head right (which leads you west along the mini map), mostly keeping along the wall. If you have the area map to guide you, so much the better.

Keep skirting the outer edge of the desert until you find that the wall of rock is veering noticeably to the left, toward the western exit. You'll know you're about there because you'll see an area off to the left where the slope descends toward a pit. There should be a beetle in the area and it holds the **Bloodsoaked Sword**. All you have to do is defeat it in battle. It's as simple as that. Once you have the blade, you'll automatically return to the pub for your reward and the quest is complete!

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### The Wanderer

Go to the pub in Royotia. There, you'll find a girl standing just left of the bar with a red text bubble overhead. Talk to her. She will tell you a story. After she finishes talking, say "Should be... interesting." to accept the quest. You'll be sent to Lavafender.

#### Reward

Vys Salia



The young lady has a noble heart.

You'll fight several bandit groups during this quest.

From the entrance, start forward along the main path. You'll come to a branch in the path. Before you can decide which way to go, you'll find yourself in a scripted battle. Defeat the four bandits (who are simple if you keep up your health and apply the same general strategies that you normally would against several enemy units) and then you can worry about any enemies that are otherwise in the area (monsters populate these caves, on top of the scripted encounters you'll have with bandits).

Once you're free to do so, head along the path to the right. Follow it to the large open area where the path splits again. Defeat the enemies here, then follow the corridor that takes off toward the right. You'll immediately come to a wider area. You can head left along the path here, or veer right to find an opening leading in that direction. For the purposes of this quest, stick along the path to the right. You'll come upon more thieves holding a worried conference.



Bandits chatting in a cave...



Why wasn't the stupid sword here before?

Your arrival on the scene triggers another battle with bandits. After you defeat them (the same as the previous group), save your progress then continue along the path past the teleporter. You'll come to a 'T' in the road. Head right here and continue along the trail as it wraps around toward a dead end. There, you'll see thieves locked in combat with the old man you've been hearing about. As you approach, you'll be pulled into the battle.

This fight is another that pits you against four thief unions. Take care of them the same way you have previous ones that you encountered earlier in this quest. When that struggle ends, you'll see a brief sequence. Then you're pulled immediately into another fight with more bandits. Here, there's an extra wrinkle: Milton. He's an independent unit that will help you to battle the thieves, but you can also target him with your attacks if you wish. Don't bother doing so, though, since it changes nothing and will just make the fight more difficult. Instead, focus your attacks on the bandits. When the last bandit union falls, the battle is over. You'll witness another scene, then appear back at the pub for your reward. Quest complete!

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## Bravery and Loyalty

In Athlum, head to the pub. Left from the doorway, you should see Emma standing near a table. She'll have a red text bubble over her head. Talk to her and you'll be taken elsewhere for a conversation. As you talk, you're interrupted. It seems that a huge monster was sighted in the Robelia Ruins. Answer "As if you could stop me!" to get involved in the quest.

| Reward            |
|-------------------|
| 1500G, Mano Salia |



Emma is disappointed.



Metal on the wall.



Now you'll appear automatically within the ruins. Head forward along the main path to trigger a cutscene that references a secret passage on the second floor. When that short interruption ends, head forward and just to the right, where you can climb a ladder along the side of a pillar.

From the top of that ladder, you'll see a soldier waiting just ahead. There's a door to the right, plus a path leads left where an enemy is patrolling. Though of course you can try heading through the door right away, what's the fun in that? There's exploring to do! Instead of passing through the immediate option, then, head along the path to the left. This leads into a large, rectangular room with enemies and a treasure chest. Defeat the foes and open the treasure chest to find **Robelia Ruins Map 2**. Note that there's a path leading off from the right side of this room. If you check the map you just gained, you'll note that the castle corridors wrap around in a square shape and basically take you back around to the other side of that door you had the option to pass through. Just keep working around the square, fighting monsters along the way.

In the room to the northwest corner of the map, be sure to take the path along the right side of the rock pile to find a harvest point. Another point of interest as you make your way around the area is an excavation point in the upper right room. Along the side of the hallway on the right portion of the map, you'll also find a dive point. Finally, the lower right room holds a treasure chest that contains the **Fortune Wristlet**.



*A mere bolt is no match for Rush.*



*A mere bolt is no match for Rush.*

By the time you've circled around and reached that room, you're almost to your destination. Approach the next door and search it to find that you can lift the bolt to gain access to the next room. There are more enemies here. Defeat them quickly, then save before descending the available staircase into darkness.

Once you do start down those stairs, you'll be in a long hallway. Follow it through to a larger room beyond, where you should pause to defeat some enemies gathered there. Once they're gone, there's a room off to the side that you can investigate. It contains a treasure chest that holds **Aerial Insecta Ale** and **Fresh Oil**. Once you've grabbed that, return to the previous chamber and continue along the path.

After passing through a short hallway, you'll come to another passage. Straight ahead, there's a sparkling harvest point. Follow the chamber left from there and then back toward the right as it loops in that direction. Here, two larger enemies are roaming. Depending on your formations, it may be to your advantage to tackle them one at a time so that they don't gang up on you.

Past those enemies, you'll find several more winding hallways. In the first hallway, be sure to harvest at the sparkling point. Then proceed through either of two doorways. Both lead into the same large, open room. There's a portal on one side here, in case you want to warp back to town, though that won't help you complete the quest. There also are several groups of enemies here, so don't let them overwhelm you.

When you reach the final doorway on the opposite end of that chamber, there's a harvest point just ahead and to the left of it. Save your progress now, then through the door. You'll trigger a cutscene and a battle.

### Boss Battle: Third Committee

This is a fairly tough battle. There are two dragons that will circle the area, as well as a fairly tough knight. The dragons are the problem, since they'll curse you. Though battles up until this point have usually been easy to win simply by spamming your mystic arts, that won't entirely work in this case. You'll still want to go all out whenever possible, but remember to keep your health up at a decent level. The dragons can curse you, which makes you more susceptible to just about everything bad that's possible, so constantly keep an eye on your life meter and don't be afraid to let the fight drag out a bit. If you're patient, you should be able to pull through in fairly decent shape.

When the battle ends, you'll see some cutscenes and appear back within Athlum in the process. You'll receive your

reward from Emma and then the quest is finally ended.

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**The Standoff**

Head to Ghor and enter the pub. There, Blocter should be standing directly ahead of the doorway with a red text bubble over his head. Talk to him and answer "Yeah! I'm on it!" when you have an option. You'll be warped to the Heroic Ramparts area for your quest.

**Reward**

3000G, Basic Customization, Tak Salia



Blocter is in the pub in Ghor.



The wild dragon likes to spin 'round.

After a brief sequence in the area, you'll be in a battle with Wild Dragon and some smaller units. Take care of the smaller creatures first so that you only have to worry about attacks coming from a single source. Also, keep up your health throughout the battle, since the dragon has potentially brutal area attacks (Merry-Go-Round may sound wimpy, but it really isn't). As long as you continue to heal when the opportunities arise (while hitting the dragon with fierce attacks), you should win the fight.

After the battle, you'll appear back in the pub with Blocter. Talk to him and answer "I was born ready." to start the next battle.

For this fight, you'll be battling Ferocious Lion, though he looks suspiciously like the Torpedo enemies from elsewhere in the game. The trick to this fight is the same as the last one: eliminate the weaker enemies first, keep up your health throughout the fight and use your most powerful mystic and combat arts when it's safe to do so. Depending on how the fight goes, you may actually have an easier time defeating the boss than getting at his cohorts, since he has a tendency to jump in the way and interfere with your plans. At least none of the monsters here seem prone to using area attacks. It's not a terribly difficult fight.



Some lion he makes, with all of those tentacles!



Hero Slayer uses powerful attacks when deadlocked.

You'll appear back at the pub in Ghor long enough to save your progress. Then you can talk to Blocter and answer "I was born ready." again to return to the tournament for the third and final round.

Now you'll be facing the Hero Slayer, along with a group of demon and demon king monsters. Take care of those two groups first, since they can do some hefty damage if you leave them to their own devices. The group of demons is actually likely to do more damage to you than the demon king, so focus on them right away and save the demon king for second. For this fight, it's especially important to keep up your life, but you also have to play fairly aggressively since enemies can wear you down even if you're healing almost constantly. Hero Slayer is clearly the toughest of the bunch,

with an attack that can target all unions deadlocked to him, but you should be able to survive each round with just a bit of healing and a lot of focus on powerful arts use.

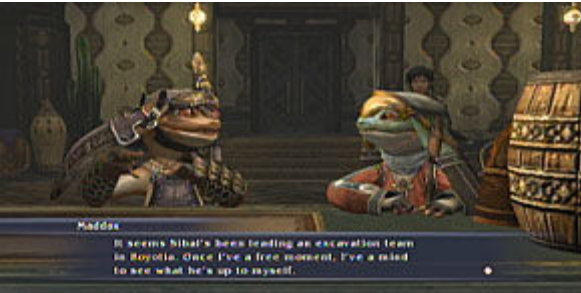
When you win the fight, you'll receive your prize and the quest is ended.

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The Rainbow Bond

Head to the Melphina pub. You'll find Pagus inside. Stand near him and you should trigger a scene where he meets with an old friend named Maddox. They discuss a recent discovery that a friend named Sibal has made. If the conversation isn't triggered by your close proximity to Pagus (who is standing by the bar), you can try exiting and re-entering a few times to see if anything changes. Once the conversation occurs and finishes, Pagus will have a red text bubble hovering overhead. Talk to him and he'll explain his history with Maddox and Sibal. Then he'll ask if you'll accompany him to Sibal's location. Agree to do so and he'll tell you that Sibal is located in Royotia. Exit to the world map, then go to Royotia in the southwest (left and down from the huge desert).

| Reward       |
|--------------|
| Manryn Salia |



Two old friends chatting at a pub.



Help a buddy out, why don't you?

Enter Royotia and head for the pub. When you enter, you'll find Sibal standing just to the left of the door. Talk to him. After he and Pagus exchange pleasantries, there will be another discussion and then you're permitted to respond with some thoughts of your own. Answer "Then call me 'the Cleaninator!'" to accept the quest.

Now you'll appear in The Fifth Path, a portion of Siebenbur. From the entrance, head straight forward along the path. Pass through the door, descend a staircase and continue along the corridor ahead. There's an excavation point along the left side here. Keep going past that point and you'll come to a 'Y' in the path. Take the right branch and a scene is triggered.



Friends in trouble.



Ancient Dragon is fearsome if your battle rank is low!

Following the scene, continue along the path on the right side. At the next fork in the road, follow the left branch. It will continue around a corner leading left, and beyond that arrives at a 'T' in the path. Head along the path leading to the left. You'll come to another 'T' in the path. Save your progress, then follow the path leading right from here. This will trigger another sequence. When it concludes, you'll find yourself in a boss battle.



## Boss Battle: Ancient Dragon

First, some really great news: unlike many bosses, Ancient Dragon doesn't seem to gain levels based on your party progression. This means that if he's kicking your butt early in the game, you can come back later when you're tougher and defeat him in a single round while barely taking any damage at all. He has around 100,000 HP. Now more good news: you'll have Maddox's guest union fighting by your side when you attempt this fight.

Assuming that your battle rank is low when you attempt the struggle, though, you might be in for a tough fight. Ancient Dragon attacks with 'Blaster,' which is an extremely powerful special attack that could very well mop the floor with you. If your rank is below 60 or so, it could even prove instantly fatal to any union it touches. Therefore, be ready with revival skills (if you have them) and anticipate a long fight if your party members aren't capable of hard hits or overdrives. Keep your health up for the fight as much as possible and try to attack from the flanks rather than allowing multiple parties to stay deadlocked to a creature that thrives on such scenarios. If you keep your unions mobile and your health near full--and if you're not attempting the fight while too weak--this is one dragon that should go down with barely a whimper.

Once the fight concludes with you the victor, you'll receive an achievement: The Dragonslayer. A story sequence will follow and you'll receive your reward. The quest is complete. Good going!

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## At Hatred's End

This quest is only available if you have completed the three quests that Roberto offered you from the palace in Melphina. Additionally, you must have sided with Ophelia each time she argued with Roberto as those three quests were completed. If you have met those requirements, then it's time to head to Melphina again. Enter the pub and you'll see Ophelia almost directly ahead of you with a red text bubble over her head. Talk to her. She will brief you on the whereabouts of the two villains responsible for the attempted destruction of Melphina. When she asks if you're ready, answer "Time for frontier justice!" and you'll be transported to the Numor Mine area.

### Reward

Ophelia's Sword



Ophelia will be visible as you enter the pub.



The vulture enemies are tough if you battle too many at once.

From where you appear at the entrance, head forward along the central corridor. If you're anxious to complete the quest, you'll want to enter the first room that you see leading off to the right from this path. Inside of that room there is a lift that will take you to a separate area of the mine where you'll find the scoundrels you're chasing. However, it's probably worth doing some exploring instead if you haven't already done so in this area. The next two paragraphs will guide you through that. Otherwise, skip them and resume reading starting with the third paragraph from this one.

If you're in the mood to treasure hunt, ignore any offshoots from that first main hallway and make your way to the door at the end of the central path. Pass through it and then use the lift that waits there to descend to a lower level of the mines. In this new room, head forward and through the door. You're now in a hallway that leads forward toward a 'T' in the path. Follow the branch to the left to find a treasure chest that holds **Lariat** if you haven't already obtained it. Otherwise, head right and you'll reach a fork in the path. You can head left to ride a lift, or continue along the passage as it continues toward the right.

The path to the right is a dead end, so go ahead and use the lift to descend to the level below. Here, you should follow the corridor as it heads gradually toward the right. It will reach a more open area. You can head right to find a treasure

chest that holds **Numor Mines Map 2**, or left to proceed deeper into the cavern. Along that path, ignore the branch that curves sharply back to the right in the direction you've just come. It's a dead end. Instead, continue moving forward and fighting any enemies you encounter along the way. You'll come to an old door. Through that is a dead-end room where you can obtain **Blood Chalice** from a treasure chest. Now you should backtrack to the lift that you previously ignored on the first floor, just after entering the mines.



*Operating levels are your friends in Numor Mine.*



*The door at the bottom of the lift.*

After you ride that lift down from the room that branches off from the main hallway you encountered upon entering the mines, you'll arrive in a new room. There's a door on the opposite end, so go ahead and pass through it. Now you'll come to a 'T' in the path. Head left and you'll come to a 'Y' in the path. Go left here to find a treasure chest that holds **Royotian Alloy(2)**, **Weapon Recipe 39** and **Weapon Recipe 40**. Along the path that leads right from that 'Y' is a dead end, so backtrack to that first 'T' and this time go right where you initially went left (which as you approach the split from the treasure chest will be the path straight ahead).

Continue along here and you'll soon notice another elevator platform just off to the right. The lift only leads to a dead-end passage, so ignore it and continue along the main path. Next you'll see a lift to the left. Ride it down to a shaft below. Step off the platform and head forward to a 'T' in the path, then proceed to the right (left is a dead end). You'll come to an area where a path takes off toward the right.



*The path to the right.*



*Ophelia has been waiting for you.*

Follow that path and it comes to a 'Y,' where you should take the right branch. That soon comes to yet another 'Y,' where you should this time head to the left to find a treasure chest. Open it to obtain the **Bracelet of Garnishing**. Backtrack to the wider main passageway now, and continue along it. You'll come to a large 'Y' in the path. The right fork is an immediate dead end, so stay toward the left. Along this passage, you'll finally meet up with Ophelia, who is standing at its center. Before you approach, save your progress. When you get closer, you'll trigger a boss battle.

### **Boss Battle: Nordis**

Nordis fights you with several Hypnos monsters at his side. Tend to them first, which shouldn't be terribly difficult since they have short life meters. Once they're gone, you can focus on Nordis himself. He attacks with fairly weak physical attacks and only has a life meter of around 30,000 HP, so you shouldn't have much trouble pounding him into a pulp unless your battle rank is fairly low (unlikely, given how many side quests you've likely completed by now).

When Nordis loses, there are some brief sequences and then you'll receive **Ophelia's Sword**. You've completed the quest!

## The Ancient War

Head to the Cafe Moondust in Balterossa. Once you arrive, talk to the soldier downstairs with a red text bubble over his head. He's downstairs, just left of the entrance. When you talk to him, he'll suggest that you talk to the chief of staff at Balterossa Castle. Head next to the castle, as indicated. There, you'll now see the chief of staff character with a red text bubble over his head. He's standing left of the strip of carpet that leads toward the throne. Talk to him and eventually you'll be prompted to answer his query. Say "Sure, I'll help!" and you'll have another dialog tree. Answer "Yeah--but I gotta try!" to accept the quest, but only if you're ready for a fight.

### Reward

20,000G



*Great warriors always frequent pubs.*



*The omicron monsters are pushovers.*

When you say that you gotta try, you're immediately thrown onto a desert battlefield so that you can do precisely that! You'll be facing off against seven units initially, so your first order of business should be whittling that number down to something more acceptable. Start by focusing your efforts on the four omicron units, then turn your attention to the tree-like xi monsters. These units should go down fairly easily, though definitely keep an eye on your health meter and don't let it drop too low. When the basic units are defeated, the mantroskylo dragon will enter the fray.

Once you're facing just the dragon, don't dream of relaxing your guard. It has a 'Volcanobreath' attack that is capable of taking out multiple weaker units at once if you let them get too close or allow their health to drop too far. As possible, use attacks that allow party members to heal between strikes. You'll be able to see the dragon's life meter drop visibly throughout the entire fight (a small relief), but it won't do so very quickly since the dragon has such powerful defenses. Just be patient and look forward to a long fight. As long as you play it smart, you'll do fine.



*The dragon absorbs damage like it's nothing.*



*Dragon breath burns something fierce!*

Once the battle ends, you'll be taken automatically back to the throne room in Balterossa. There you can answer that the mantroskylo threat is vanquished. You'll be given your reward and the quest is complete.



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## Into the Abyss

Travel to Royotia and head for the pub. There, talk to the Royotian soldier who is standing around just to the right of the entryway with a red text bubble over his head. When you talk to him, you'll prompt him to invite you to Royotia Castle. Go there next. The marquis, Priam, is seated on his throne with a red text bubble over his head. Talk to him and answer "Okay, whatever." when you are prompted to choose from a dialog branch. Your destination is a plaza surrounded in fire, where you may meet the guardian. **Blazing Key** is added to your inventory and you'll next appear within Lavafender.

### Reward

Manoryll Salia



*He wants more than a satisfying brew...*



*This would be... a door.*

Once you appear within Lavafender, head forward along the passage. Take a left at the first fork, a right at the second and follow that passage around until it opens into a much wider area. Here, veer toward the right side, which leads shortly to another fork in the path. Follow the path to the left, down a long passageway toward the bottom side of the area map. As you go, watch for a passage that takes off sharply toward the right, doubling back from the main path you're following. When you can, turn along that passage and follow it to its end to arrive at a door. Now use the Blazing Key to pass through it.

When you appear in the cave's next portion, follow the path forward and you'll soon reach a 'T.' Head left if you want to find a treasure chest at a dead end. It holds **Steel Ore(2)** and **Metal Scraps(3)**. Otherwise, proceed along the path leading to the right. Past some enemies, you'll come to another fork in the path. Go left and you'll find a patch of glowing soil on a precipice. Step onto it to warp into a separate room.



*Treasure near the burning lava.*



*The guardian you sought is here.*

Now you'll find yourself talking to the flame guardian. She tells you to collect nine shards and then return to the place where you met with her. Then you will be warped back to Royotia. There, the quest is considered complete and you'll receive your reward. Good job!

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## The Fiery Revolt

Once you have gathered the nine Salia pieces, it's time to defeat the monster that is harassing Royotia. To find the quest, go to Royotia and enter the pub. To the right of the entryway, a soldier is standing near a wall. Talk to him and you'll be invited to the castle. Go there next. Once you arrive, talk to the Marquis (seated on the throne with a red text bubble over his head). Answer "Sure, I'll go." when he asks if you will go to see the flame guardian.

### Reward

Pivasalia



*The flame guardian has a story to tell you.*



*Vespalia is easy if you avoid getting cursed.*

You'll appear now within the volcanic area where the guardian resides. She'll give you **Takshend**, a powerful shield, as well as **Vespe**, the sword of flame. You'll also receive **Manrynell**, the flame bangle. Listen to her story, then answer "Ready as I'll ever be!" when she asks if you're ready. This will trigger a boss battle against Vespalia.

## Boss Battle: Vespalia

Vespalia has around 100,000 HP, but fights alone. This means that you shouldn't have too much trouble beating it, just as long as you don't start things off on the wrong foot. During the first round of the battle, Vespalia will use 'Curse' on any unit with which it becomes deadlocked. This means that you should hang back until that first round concludes, so that the smallest possible number of units faces that debilitating issue.

Once you're into the subsequent rounds, you can attack without much fear of dying. Hit with your hardest attacks and keep your health up by periodically selecting options to attack and heal within the same round. Overdrive moves (particularly Emmy's, if you have her in your party) can inflict severe damage on the bird, particularly if your battle rank is nearing 60. Overall, the fight shouldn't prove much more difficult than a standard fight with a Spiritlord monster.

Once you defeat Vespalia, you'll receive **Pivasalia** from the flame guardian. The quest is considered complete and you'll be returned to the throne room in Royotia Castle, where the marquis expresses his gratitude. Then you can exit to the city map or wherever else suits you.

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## Frustrations

This quest is important for reasons other than its obvious reward. Complete it and you'll potentially be able to play through an important quest once you reach the final areas of the game, plus you'll be able to recruit the character named Leshau. To begin the quest, head to the pub in Baaluk. There, talk to Leshau himself (he's standing just to the right of the entryway with a red text bubble over his head). Talk to him to join an in-progress conversation. Pitch in

### Reward

30,000G

with "What kind of monster?" when prompted, then "I'm game!" after hearing about a monster called Validus that has been terrorizing the Vale of the Gods area. This will cause you to start the quest.



Leshau likes to chill near the pub's entrance.



Leshau will rush to let Validus curse him.

Once you appear in the Vale of the Gods area (and following a brief interjection from Leshau), you'll be able to get down to business. Head forward along the shallow stream, staying mostly to the left. No enemies will attack you until you reach the boss confrontation, so you can head along the brief paths to the right if you like to use an excavation point and grab a bandanna from the treasure chest (if you haven't already done so).

As you continue along the main path, you'll trigger a boss battle.

**Boss Battle: Validus**

Validus is a giant bird creature not unlike the Spiritlord monsters you've encountered elsewhere. As such, you should expect him to cast 'Curse' on the first round... and only that round. Your goal during that first round should be to keep any units as far away from the bird as possible, through commands such as "Stay on your toes" when possible.

You'll see one of your units possibly fall victim to Curse during that first round (the guest union, if nothing else), but after that you can move in with your other units and not have to worry about all of them losing their lives to cheap instant death attacks. With 'Curse' out of the way, Validus will rely on other area attacks, so be sure to keep your unions at near-full health as possible. Attack with your most powerful strikes when possible and you should be able to wear down and defeat the troublesome bird (figure on somewhere around 100,000 to 120,000 HP).

Once you defeat Validus, Leshau will say that you can take your time returning to town. He'll appear with a red text bubble overhead. Talk to him again to return to the town automatically. After a conversation, you receive your reward and the quest is concluded.

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**The War of a Thousand Years**

You'll find this quest once you've completed three others that are linked to it ('The Silent Soul,' 'For Love the Bell Tolls' and 'The Hero'). In the pub in Balterossa, talk to the conspiracy theory nut standing at the base of the stairs. When the option arrives, select "Call me the Stopmaster!" to accept his request for aid. You'll be taken directly to the area known as The Great Subterrane.

|                          |
|--------------------------|
| <b>Reward</b>            |
| 2000G, Rough Elven Stone |





*Not all conspiracy theories are false!*



*If this is the beautiful queen, what do the ugly subjects look like?*

This area can be fairly large and you'll probably have to battle quite a few monsters as you work through it, but most of the encounters shouldn't give you any difficulty. Expect to see two or three monster groups at every chamber we reference in our instructions to follow, as well as numerous ones along the narrower passages. If you're in a hurry and don't need to gain components or waste time on weak enemies, just try to rush through to the transporter near the end.

The path to said transporter is as follows: forward along the path to a chamber with a pedestal, down the long corridor leading right from the pedestal and into the next area. When you appear there, head down the long path to another room with a pedestal, cross straight across and you'll come to a room with a roaring waterfall. Straight ahead there should be a portal that you activated in a previous quest (The Hero).

Cross over the gap ahead, using the portal. A monster is waiting. Approach it to trigger a boss battle.

### Boss Battle: Absolute Queen

The Absolute Queen attacks by herself (maybe her minions were on holiday), but she's capable of taking a lot of abuse... and dealing it. For the first round, hit her with your most powerful mystic arts and combat arts (as appropriate for each respective union) to make some headway immediately. After that, see where you're at health-wise. You definitely want to keep up your health throughout the fight so that her area-damage laser attack doesn't make mincemeat out of you, but you also want to deal damage. If you need to heal, choose attacks that will allow you to both heal and attack, when possible. Just keep hammering away at her life meter and the Absolute Queen should go down like the pampered monster royalty she is!

When you win the battle, you'll be taken back to the pub in Balterossa for your reward. Congrats!

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### The Hero

In Balterossa's pub, head up the stairs and to the left you should see an archaeologist standing near the corner. He doesn't appear until after you've completed two previous quests in the area (The Silent Soul, For Love the Bell Tolls). Talk to him and accept his request for help. He tells you that you'll need to go to the sands in the Great Subterrane. You'll be teleported there as the quest properly begins.

#### Reward

2500G, Honor of Determination, Vanguard



*The archaeologist dug up trouble.*



*Welcome to the Great Subterrane.*

When you first appear, head along the path ahead of you. It curves left and you'll find a room with a torch. Spider monsters roam here (and will break forth from the soil to surprise you, on occasion), so be ready for them. After defeating the spiders, you have time to look around. From this chamber (let's call it 'Chamber A'), you can head along one of two paths: straight or right.

The path to the right is the one you'll want to take to clear the quest most quickly. If this is your first time here and you want to explore, you'll want to head along the path leading straight forward. We'll assume that you're interested in fully exploring the region. If you're not (or if you already did on your own at some other point), skip the next five paragraphs of text.

Along the path that you followed straight forward through Chamber A, you'll come to another of the rooms with torches. Here you can advance in three directions: left, straight or right. Head right to find a felling point. Head left to find an excavation point and also a treasure chest holding **Mineral Water(3)** and **Vitaeroot**. Following the path straight ahead will take you to the next portion of the caves.

Head along the path and you'll soon come to a fork in the road. The branch is an almost immediate dead end, so head right (noting that a spider may burst forth from the soil here to attack). Along the path, you'll come to a place where a branch takes off to the left. Follow it to its end to find a treasure chest holding **Great Subterrane Map**. Now return to the main path you were following and proceed along it to another room with torches (Chamber C).



*You'll come to lots of rooms like this one...*



*...and face lots of spiders like this one.*

There are two paths to choose from here: straight and right. Go straight first to find a dive point. As for the right path, note that the bulb-shaped cactus right at its entrance has a felling point atop it. Continue along that path and you'll come to another fork in the road. Head left to grab **1600G** from a treasure chest, then take the right branch to continue deeper into the cave.

You'll come to another room with a torch, though there's only the one path to proceed through this one. Continue down the hallway, battling enemies as you go, until you reach a wider room with several spider groups. Defeat them, then look around to note that there's a transporter here, as well as a digging point. Left, you can take a descending path to find a spring at the bottom where a dive point awaits.



*A refreshing spring and diving point.*



*A different looking torch.*

Now it's time to backtrack to that first chamber with the torch, which we called Chamber A. The first time you came upon that area (if you've been following our instructions), you went left. This time, you'll want to take the path along the right side. It will quickly take you into a new portion of the caves, which you'll notice on your in-game area map is quite large.

From where you appear in the new area that's reached by following the right path from Chamber A, head forward along the passageway. You'll come to new four-way chamber (let's call this one 'Chamber B') with a torch that looks a bit different from the others that you've encountered thus far. Investigate it and find a message: "Our powers close the door; Our wings reveal the path; Our symbol of faith proves us worthy." Check left from there at the dead-end passage to find a jagged cliff with a slope too slippery to climb. Hmmm...

Now you should head along the path leading to the right. A monster will emerge from the sand and rush you as you do so. Defeat him and continue. You'll reach a fork in the road. It doesn't entirely matter which route you follow here, since you're at the bottom side of a circling passage that will loop back here, but going left will allow you to find a useful item sooner. We'll assume you take the left branch.



*Left or right. Your call.*



*The Divine Statue is your friend!*

Start along the pathway and you'll find some enemies near a treasure chest. Open the chest to find the **Divine Statue**. Continue along the trail as it turns toward the right, where you'll find another room with a glowing torch pedestal. You'll see the same inscription that you did on a previous one. Then you'll be asked if you want to use the Divine Statue. Go ahead and do so. The stand will stop glowing. Continue along the passage and you'll find another of the glowing stands with enemies circling. Defeat them, then look around the room. There's a felling point along the flowering plant to one side. As for the glowing pedestal, you can't do anything about it just yet, you can again use the Divine Statue here.

Now continue along the passageway loop and continue past the intersection so that you're headed back toward the place where you found the first of the glowing pedestals. Use the Divine Statue there and that powers down the last of the pedestals, though nothing visible happens at this moment. Now it's time to take the path that leads into the next room, where you'll see a cascading waterfall with a structure on the other side of a pool.



*Waterfalls rock. They just do.*



*Demon Kings have lots of HP.*



Head left along the ledge here and an enemy will surface from beneath the soil. Take care of it, then continue as the ledge wraps around the room's outer wall (just past a passage leading off to your left, which you'll be taking shortly) and to what is currently a dead end. There are two enemies here, so take care of them and also use the felling point if you'd like. Now backtrack to where that path led to the left. Head through that opening and you'll find another of the glowing pedestals, with enemies around it. Tend to your foes, then use the statue on the pedestal to remove its power.

From this room, you're now able to head along paths leading to both the left and the right. Start by following the one on the right, along a narrow corridor. There's a felling point in the shrubbery here, with enemies patrolling the path beyond. Take care of them and proceed to the area where the passage widens into another room equipped with a glowing pedestal. The passage left from here is a dead end. Along the right wall there's a felling point, and the path leading past that is the one you should take to head deeper into the cave.

Along this path, you'll find some monsters at a fork in the road. Defeat them, then head along the left fork to find a treasure chest that holds the **Fortune Wristlet**. Left of that in this same area is a plant hanging from a low-hanging ceiling ahead that serves as a felling point. Otherwise, head back to the fork in the path and this time proceed to the right.



*Strange place for a felling point.*



*A transporter near a pedestal? Oh my!*

You'll quickly come to another of the rooms with a pedestal, but this one's different: it also has a transporter. Use the statue on the pedestal, as usual, then continue left along the path leading past the transporter. Defeat some enemies along the way and follow the path until it comes to another of the rooms with a glowing pedestal. Vanquish any adversaries hanging around the vicinity, then use the Divine Statue to power down this pedestal as you have the others. It should be the final pedestal, and you'll see a short sequence depicting a magical portal appearing nearby. If you don't see that, then you've missed one of the pedestals along the way.

While you're in this room, check the excavation point if you still have any harvesting power left. Then continue along the passageway leading ahead. You'll come shortly to a fork in the path where you can go left or right. Go to the right first, where you'll find a treasure chest that holds **1700G**. Further right past that, you'll find yourself at the top of that jagged cliff you might recollect from when you first arrived in Chamber B. Now you know what was on its top side!



*A mysterious portal has appeared.*



*Looking down from atop the cliff.*

Backtrack to the recent fork in the path, and this time follow the left branch. You'll come to a 'T' in the path. Left there's a monster waiting, so defeat him and then you can check an excavation point he was guarding if you're interested. Now head right along the path and you'll be back in a chamber with a pedestal (one of the ones you've already visited by this point). Take a right here and proceed down that passage until you can turn left. Do so and you're back in the room with the large waterfall.

Now head right around the cliff until you come to the red portal that you created by deactivating all of the pedestals.



Finally standing at the portal.



Call him Skyler for short.

Before you investigate the portal, you should save your progress. Once you head up to the portal and check it out, you'll warp to the other side of the waterlogged chasm for a boss battle.

### Boss Battle: Mantroskylo

When you battle Mantroskylo, you will probably be relieved to find that he's not joined by any traveling companions. You only have to worry about dealing with attacks from a single front, though he does attack with enough force that you should still play it safe if your battle rank is low (though by the time you got through this cavern, how could it be?). Keep your fiercest attacks coming but take advantage of any opportunities that arise to heal and attack at the same time, just to hedge your bets. Mantroskylo's life meter isn't particularly lengthy, so you should be able to win this fight with ease.

When you win the battle, you'll be warped back to Balterossa for your reward. Quest complete!

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### The Silent Soul

In Balterossa, head to the pub and go upstairs. At the top of the staircase, standing against the wall, you should see a magus with a red text bubble overhead. The magus tells you that there is a treasure in the desert, and that you can find pillars with IDs to keep from getting lost. The order to search is: C-4-B-E-A-1. You'll receive **Scribbled Note** to help decipher anything you find. Then you'll appear in The Great Sand Sea.

#### Reward

Godstone of Souls



C-4-B-E-A-1 he says?



Grand Beetle monsters are plentiful in the desert.

From the entrance, head forward along the path. When you reach the cliff overlooking the sandy dunes ahead, turn right along the path in that direction. Follow it into the next portion of the desert.

Here, you'll continue down a trail and find the area opening up into a wide, sandy expanse. There are numerous Grand Beetle enemies roaming around here. The thing to note about this space is that it's pretty huge without a lot of distinguishing landmarks. It can be relatively easy to get lost, and there's really not a lot to find even if you do take some risks and start roaming. Therefore, it's probably best just to hunt down the markers you were told about. Start by heading straight forward, battling any Grand Beetle monsters that get in your way.

Straight ahead of the entrance, you'll come to the first pillar. For your reference, the pillars basically form two columns stretching across the map. This first column is the alpha column (A-E) and a column that starts to the right is numeric (1-4). The two columns don't quite run parallel to one another, but they come reasonably close. To satisfy the terms of this quest, you don't have to touch the columns in precisely the order that was indicated at the start of the quest. It's just that you only receive credit for touching the next one in the alphanumeric string. So for example, you can touch C-3-D-2-4-A and you will only receive credit for two of those ('C' and '4'). This might sound like a pain, but it actually makes things simpler since you can't entirely mess up and won't have to start over because you touched the wrong pillar. Whew!



Marker 'A' stands tall and proud.



Marker '3' is bent and useless.

The quickest route to success is to head straight forward along the column of pillars ahead of the starting point, until you reach the third one (C). Then head back to the start of that column and cross over to the numerical group. Follow that set of columns until you reach the fourth one (4), then return to the start of the numerical columns and cross back over to the alpha pillars (in case you're wondering, crossing at the start is easiest since that way you have an actual line of sight between the two columns). Now head forward one pillar and search (B), then continue three more pillars and search that one (E). Next return to the start of the alpha pillars and search (A) and finally head over to the numerical pillars and search the first one (1).

You're now going to see a brief scene in which a ghostly figure stands near where you are at the pillar, then walks a few steps away and disappears. It can be difficult from that sequence to tell which direction you're supposed to go next. The answer is that you should start toward the '2' pillar, but note that there's a dune off to the left from it. Head along the left side of that dune and you'll find a transporter. Look ahead past the transporter and you should see two large boulders with a space between them. Head for that space and there's a sparkling point on the ground with a '?' as you approach. Search it to find the hidden treasure.



The treasure is between the two boulders.



Meanwhile, back at the pub...

Now you're automatically returned to the pub in Balterossa. The magus is pleased with your progress but not the results of your quest, so you get to keep the treasure you found. It is the **Godstone of Souls**. Congratulations on another quest completed!

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## Emotions

Go to the pub in Royotia. Along the left side of the room, there's an old man named Raphus standing around with a red text bubble overhead. Talk to him. He traded away a valuable treasure and now he wants it back. Answer "I'll give it a whirl." and you'll receive a quest. You need to get back his item, which he says is now possessed by a man

| Reward             |
|--------------------|
| Godstone of Wisdom |



named Rainn in Balterossa. He gives you a bottle of **Royotian Wine**. Your quest is now begun.



*Raphus made a really bad trade.*



*Rainn isn't entirely sympathetic to your plight.*

Exit to the street and buy 10 Royotian Steel from the vendor if you don't already have it (they cost 3000G apiece). Now exit to the world map and go to Balterossa. Once there, enter the pub and climb the stairs. Now go to the room to the left, where you'll find Rainn standing against a wall with a red text bubble over his head. When you talk to him, you'll learn that he traded away the old man's treasure in exchange for a scabbard. He'll let you have the scabbard, but only if you bring him the Ring of Morning Calm. A lady named Alyssa in Baaluk knows where to find it.

Now it's time to head to Baaluk. Exit to the world map and select the rural town as your next destination. When you arrive, don't go for the pub. Instead, continue down the street past that. Just before the path exits to the city map, you'll see Alyssa standing off to the left with a red text bubble over her head. Talk to her.



*Alyssa isn't necessarily easy to find.*



*Alyssa isn't necessarily easy to find.*

Alyssa will offer to sell the ring for 10,000G. Agree to pay. You will obtain the **Ring of Morning Calm**. She's intrigued that Rainn asked you to obtain it. Now you should exit to the world map and return to Balterossa. Head upstairs and talk to Rainn. He'll ask if you're willing to trade the ring for the Ancient Scabbard. Refuse to do so and he'll offer to throw in a **Tuck**. Agree to that offer and the **Ancient Scabbard** is yours (along with the weapon). You'll also receive new information: the treasure Raphus was hoping for you to fetch him should be with a man named Beauson in ElySION.

Exit to the world map and travel now to ElySION. Once there, go to the Genaade District portion of the city. From the entrance, head forward almost to the far edge. You should be along a railing with a descending ledge that loops back the way you've come. It's easy to miss. Head down the ledge and now you're in a lower portion of the city. Now follow the alleyway and you'll find Beauson standing against a building near the area that exits back to the city map.



*Here you'll find Beauson.*



*The map is lying in the ground near the guild in Baaluk.*

When you talk to him, answer "Info? Don't make me laugh!" when he offers you information in exchange for the scabbard. He'll then offer you the information in exchange for a flask of wine. Answer "No. Show me the treasure." He'll make a final offer: the information in exchange for some Royotian Steel (10 of them, to be precise). Answer "Royotian Ore, then?" and fork over the ore. Optionally, you can simply accept his first offer to trade the scabbard for the

information, but what's the fun in that?

Beauson will now reveal that the treasure was a map and that he traded it to a woman. It's now time to head back to Baaluk. Go there and talk to Alyssa again. She has lost the map, she'll tell you. Head back down the street and climb the stairs toward the guild. Just to the right of the front door, there's an '!' bubble on the ground. Examine it to obtain **Map of Memories**.

Now you're ready to head back to the pub in Royotia. Once you arrive, you'll find Raphus right where you met him when first accepting the quest. Turn over the map and he'll hand you a bottle of **Royotian Wine**. You'll also receive your reward for completing the quest: **Godstone of Wisdom**. Congratulations on another quest put to bed!

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The Trade Route

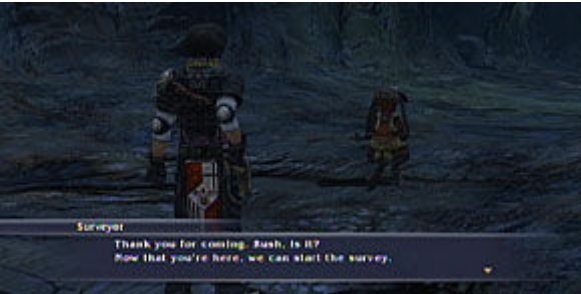
Head to the pub in the Virtus Parish district of Athlum. To the right of the bar, there will be a lizard-like fellow moping about with a red text bubble over his head. Talk to him and he'll ask you if you know about Balterossa, a trade city at the center of the Great Sand Sea. He wants to create a new trade route, but he needs your help. Agree to his proposition and he'll tell you to go to the Gaslin Caves and take the first path on the right to find the proposed trade route.

Reward

Gaslin Copper(6), Iron Ore(4), Jhana Alloy(2), Rough Spriggan Stone



The ambitious merchant needs an escort.



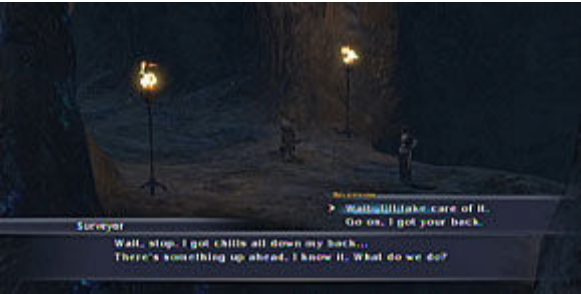
This fellow is the surveyor.

You'll appear next within the Gaslin Caves area. Start forward and at the first branch to the right, head in that direction. You'll pass into the next portion of the cave. Ahead, you'll see a figure standing along the center of the path. Approach him and he'll say that he's ready to start surveying the area.

Proceed forward and a sequence will appear where the surveyor is jumpy about the area ahead. Tell him to wait where he is as you scout ahead. Walk forward until he's satisfied that the area is clear. Then continue onward through the cave until you come to a branch in the path. Here, the surveyor is convinced (and you can clearly see) that there's a monster along the path to the right. When given choices on the dialog tree, choose to head left. The enemy will circle around the stone column and you'll be in a fight. This is just a group of Jhana Shaman enemies. They should fall to your mystic arts quite readily.



These monsters shouldn't prove terribly difficult.



The surveyor has a nose for trouble.

Continue along through the cave and you'll come to an area with dark pits on either side. At this point, your not-so-brave

surveyor companion will again suspect that something is amiss. Agree to check ahead, though you won't find anything. Then it's time to continue down the trail. Keep doing so and you'll come to a treasure chest along the right side. Check it to find **Restaleaf(5)** and **Relaxing Herb(5)**. Now continue along the trail with the surveyor close at hand. You'll come to another fork in the road. Here you can either head left or right. Though the surveyor says left is a dead end, go in that direction.

Up this route, you'll find a treasure chest that contains **Gaslin Caves Map 2**. There's also a felling point just to the right of that chest. Now backtrack to the fork in the path and this time head to the right. Along this path, near the right wall, you'll find an excavation point. Continue past that and you'll next see a cluster of boulders along a left wall. There's a felling point on the back side of these, if you're interested.



*Monsters can't resist tasty surveyors.*



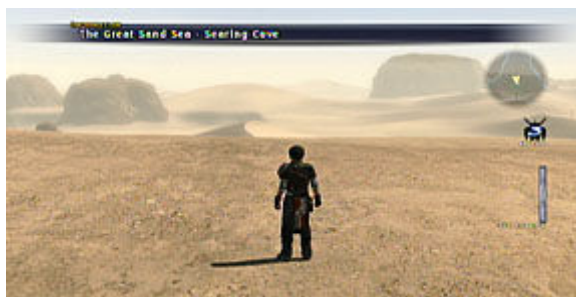
*Finally, you're at the cave's exit.*

Keep moving through the cave and your guide will be stopped up ahead. There's another of the monsters in the path and the surveyor suspects that the enemies are setting up an ambush. It's up to you how to proceed. Choose the option to "wait and see," which will prove your traveling companion correct. You're now in battle with a bunch of jhana fighters. That's okay, though. Just beat them using special attacks, as usual. They should go down pretty easily, despite their numbers.

Once the monsters are toast, you can check a rock just past where you fought them and to the left, where you'll find a digging point. Continue along the trail past that and you'll near the cave's exit. The surveyor can't shake the feeling that something waits just ahead. When given an option about how to proceed, choose the option indicating that you'll take care of it. This will lead to Rush running around the corner and straight into a large group of jhana monsters. Defeat them as you have the others so far. Now continue along the path toward the cave's exit, stopping to grab **Mootpoint** and **Weapon Recipe 10** from a treasure chest along the left side of the passageway.



*You'll receive some nifty components for your trouble.*



*A view of the desert sand...*

Just past that, you'll reach the exit of the cave. Next you'll appear along the edge of The Great Sand Sea area. The cowardly surveyor is at least grateful for your assistance, and will award you with several goodies as a reward for your hard work. Your quest is over, but you're left in the sea. You can head back the way you came to exit to the world map, or you can continue forward toward the sandy expanse. From there, following a path along the face of the cliff to the right will allow you to further explore the area. For now, just go ahead and exit. You can always return here later on a separate quest.

When you exit to the world map, The Great Sand Sea and Balterossa areas will both become available as destinations.



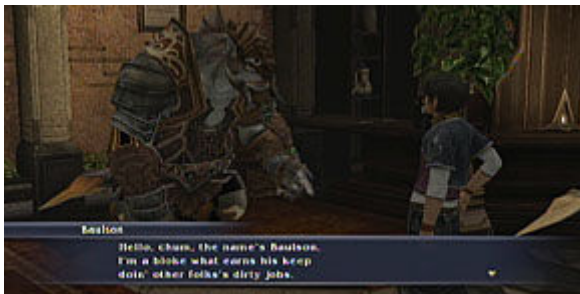
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## Baulson

Inside the pub in the Virtus Parish area of Athlum, just to the left of the entrance, there's a lizard creature (known as a 'yama' in this game) named Baulson. By his own description, he's a mercenary. He also needs your help. Agree to assist him and he'll ask you to meet him at Gaslin Caves.

### Reward

500G



Meeting Baulson in the pub.



Bandits in distress.

When you appear in the caves, Baulson explains the situation: you have to find a kid who went missing in the area. Baulson's union will temporarily join up with you. From the cave entrance, follow the path forward while taking care of any enemies you encounter. When you come to the fork in the road, head right and a short time after that, you'll hear a cry for help. Continue forward along the path to trigger another sequence. Then you'll have a choice of what to say. Choose to save the yama. This will initiate a battle with the bandits you just saw talking.

The bandits shouldn't give you much trouble. Just pummel them with mystic and combat arts while making sure that you keep your unions in decent shape health-wise. Two or three rounds should be enough to secure victory, which will trigger a cutscene. When that ends, you'll be back in Athlum's pub to receive your reward. Note that Baulson says you can now pop by the guild and invite him to join you, which is always a nice option to have (and may prove useful for you down the road).

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## A Single Soul

Head to the Lamberro District in Celapaleis and enter the tavern. Head left from the doorway to find a man named Rhagoh standing by the wall. He has a red text bubble over his head. Talk to him and he'll mention that he wants animaquies from Darken Forest. Agree to help him with his quandry.

### Reward

5000G



Rush, meet Rhagoh.



This tree serves as a nice reference point.

Once you've offered your assistance, you'll appear in the Darken Forest area. Head forward along the fog-shrouded path and you'll come to a fork in the trail with flying enemies patrolling. Defeat them, then head along the path leading left (the one straight ahead is a dead end with nothing of interest). You'll come upon another flying enemy up ahead, around the base of a particularly large tree. This tree is a good reference point, since it's easy to get lost in this area to come. Keep its location in mind.

From the tree, you can basically head in two directions. One is forward while skirting a rock wall on higher ground, while the other is down and to the right where more insect enemies are flying over a meadow of sorts.

Start by heading along the path forward on higher ground. Continue along it, battling any enemy resistance along the way, and you'll come to another tree not unlike the reference point we established a moment ago. Walk around behind it and there's a treasure chest along the edge of a cliff. Open it to obtain **Cuchulainn's Heart**. Along the right side of the tree, you'll also find an excavation point. Now backtrack to the reference point we mentioned.



*This is where you'll find the map.*



*Sitting around in a dangerous forest is a bad idea.*

Now you're good to head down along the trail leading to the right. At its base, continue in a tight clockwise circle around a low barrier to find a felling point in some grass. Hug that wall and continue along it, battling any flying enemies along the way. You'll come to a little nook where a treasure chest waits. It holds **Darken Forest Map 1**. Now it won't be quite as easy to get lost!

Continue crossing over this basin area, veering toward the northwest side. Consult the map if needed. You'll soon come to a figure crouching on the ground near the edge of the area. Save your progress. When you approach the crouching form, you'll find that it's Rhagoh's acquaintance. You'll receive **Animaquies** after a brief conversation. After you receive the item, a boss battle will automatically begin.

### Boss Battle: Skull Scavenger

Depending on when you're tackling this quest, this can be a tough battle. There are Abaddon frogs hopping about, plus Feralwood monsters that look like giant trees. They can do pretty decent damage to you, but they don't have particularly long life meters so that's okay. Of more concern are the skull scavengers. They don't necessarily strike all that hard, but they can withstand a lot more damage. The strategy to win here isn't much different than it is in most fights: focus your attacks on one group at a time, starting with the abaddons, then the feralwoods and finally the more robust skull scavengers. If you keep your head about you, this shouldn't prove too difficult a fight.

When you win the battle, you'll be able to check the body of the traveler in the forest to find and read his diary. Rhagoh's sister will appear and tell you that her brother should forget about her. The next thing you know, you'll appear back in the pub in Celapaleis to share the information with Rhagoh.



*Skull scavengers have lengthy life meters.*



*Reporting on the results of your trip to Darken Forest.*

After you've made your report, Ragoh will thank you and will give you your reward. He'll also tell you to come around the guild if you want to recruit him to join your group, though he's not a particularly strong fighter. That's another quest completed. Darken Forest will also be available as a destination on the world map. Score!

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Darien

Go to the pub in ElySION and head upstairs. Left from the top of the stairs, there's a melodramatic qsiiti standing around with a red text bubble over his head. Approach him closely (you'll need to brush against him) and he'll go into hysterics. Following that, he'll ask you to get a holy chalice from his hometown. Agree to do so.

|        |
|--------|
| Reward |
| 25G    |



Bump into Darien to initiate a conversation.



Berechevaltelle is a beautiful mountain pass.

Now that you're on a quest, it's time to go to the hometown. Darien won't tell you which one it is, though. Go downstairs and talk to the bartendress, then choose the option to ask her about the neighboring towns. She'll just barely remember to mention the town of Melphina far to the southeast. Exit ElySION and you'll have a new option on the world map: Berechevaltelle. This is the route you'll need to follow to reach Melphina, your ultimate destination for this quest.

When you enter Berechevaltelle, you'll appear at one side of a plateau of sorts. There are a fair number of nussknacker enemies roaming around here, so try to take care of them in groups. After you've done so, note that an enemy may appear nearby that looks like a wolf. Save before approaching him, as this is a rare monster (ophois). Defeat him using the same strategies as usual (prioritize for healing but otherwise hit with powerful mystic and combat arts). He may call for backup if you let him, but any vanargand support units that come will be weak by comparison.



Ophois isn't terribly tough.



The Triumph Belt can be easy to miss.

Past the first grouping of enemies along the plateau, head right along the rocky cliff (behind a large boulder jutting out) to find a treasure chest that contains **Triumph Belt**. You can keep going in this direction to find the southern exit of the map.

Otherwise, continue bashing enemies and proceed along the path that was straight from the area entrance. Past several more stone columns, along the right side of the path, you'll find a treasure chest that contains the **Berechevaltelle Map**. That will reveal just how small this particular area is. If you continue east along the map from where you get the map, you'll come to an exit to the world map. It's not the one you want for this particular quest, though (and presently leads nowhere), so head back to the area's southern exit referenced in the previous paragraph. When you reach the world map, Crookfen will become available as a selectable destination. There's still no sign of Melphina, but you're headed in the right direction.





*Welcome to beautiful, soggy Crookfen!*



*Find Oberon's Baguette here!*

You'll find that Crookfen is a fairly open place. There are numerous standing pools of water that you can wade through (and where enemies dwell), so your main obstacles are best determined by keeping an eye on your mini-map. Points of interest include a treasure chest against a grassy bank (just walk forward in almost an exact straight line from the entrance) that contains **Oberon's Baguette**, as well as a set of bridges leading off to the right, just ahead of the starting area. Cross these and watch the map. As you're walking along its edge (there's a rock wall), you should come to a treasure chest. Open it to find **Crookfen Map**, which should make navigation simpler.

Now you can just stay along the wall and follow it as it circles the wide area. When it starts to loop back on itself to reveal a path leading south and through the end of the map, you'll want to keep going left and then head along that cliff (the right side of the map, if you're using it to reference your location) to find an entrance to the recessed area. If you follow the trail that leads there, you'll come to a grassy area with several enemies patrolling. Out in the water, there's a treasure chest you can reach by wading. It holds **Barbed Wall**, a more powerful version of an existing formation. Grab it, then head for the area exit along the south side of the map. There's an excavation point along the right wall here just before you reach the exit, so watch for that.



*The Festival head. Talk to him twice.*

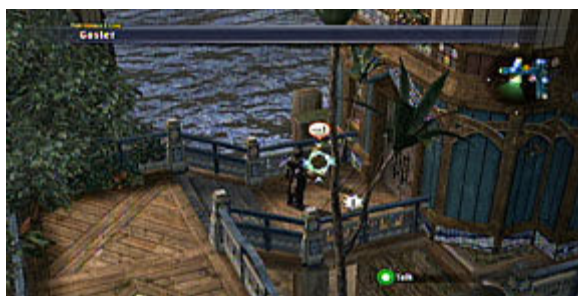


*Then talk to this young man, Bino.*

When you return to the world map, you'll now be able to select Melphina as a destination (finally). Do so. Inside the town, it's time to talk to a series of people. Start by crossing a little footbridge and look to the left. There's an elderly man with a red text bubble over his head. Talk to him twice in a row. Now continue along the path through town, but be watching to the left. You'll see a man standing near a fence railing. Talk to him. His name is Bino. He doesn't have much to say right now, but remember his location for later.



*Next talk to the sales girl. Twice.*



*Talk to Goster twice after the sales girl.*

Next continue down some stairs just past the fence Bino was standing near. The stairs lead down to a small market square, where there's a girl with a red text bubble over her head. Talk to her next... twice. Now head back up the stairs and back toward the town entrance. The first right from the town's entrance (or the first left before it, as you're coming back from the market square) leads down some stairs where there's a man named Goster standing around with a red text bubble over his head. Now talk to him twice. There's also a shiny point along the ground to his side, which you can search to find the **Book of Remembrance**.



Find Goster's wife and talk to her twice.

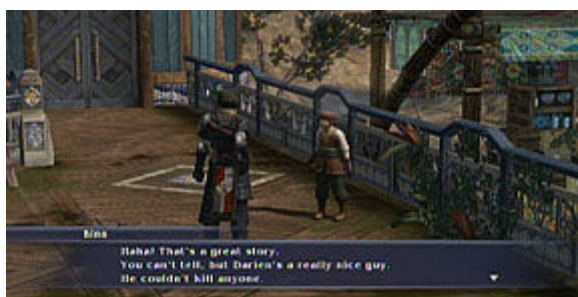


Talk to Goster again with his wife in attendance.

After talking to Goster, head back up the stairs and then head right along the street. When you see a narrow, fenced bridge leading forward, start down it but there's a staircase descending immediately to your right. Head down those steps and you'll find a woman standing in front of the pub door. She's Goster's wife. Talk to her twice. She'll go off to find Goster. You should do the same. He hasn't moved from where he was standing before, so go there and talk to him while his wife watches.



Goster tells a tale of woe.



Now you should talk to Bino again.

When Goster's wife leaves, talk to him again and he'll tell his tale. After it concludes, go and find Bino. He'll still be standing along the fence overlooking the market square. Talk to him and he'll reveal more information about Darien. He refers you to his grandfather, who is located near the town entrance.



Talk to the festival head again.



Darien fails at gratitude.

Talk to the festival head again and you'll receive **Cracked Chalice**. Now exit to the world map. Return to the pub in ElySION and head upstairs to talk to Darien again. You'll receive your pitiful reward and the quest is complete. You can now recruit Darien at the guild if you want him to join your party.

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## A Day's Beginning

Inside the pub in the Virtus Parish area of Athlum, just to the right of the entrance, there's a mysterious woman who needs a letter delivered to someone. Accept her request and you'll be expected to deliver a letter to someone at the entrance to the Robelia Ruins. You'll receive **Letter from**

## Reward

100G



Home.



She wants a letter delivered.



He misses his home.

Now you'll appear in the Ruins of Robelia Castle area. Start forward along the hallway and you'll see a character standing in the hallway just ahead. Approach and talk to him. That's all there is to completing this quest. You'll receive thanks in the form of **100G**. The quest is over.

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Athlum's Witch

Go to the Town Square area in Athlum. There, you'll find a girl with a red text bubble over her head (Mage-Like Girl, the game christens her). Talk to her and she'll share her opinions on Lord David's attire. She'll also offer a potion to you for 500G. Agree to buy it and you'll receive **Fresh Oil (3)** and **Aerial Insecta Ale(3)**.

| Reward |
|--------|
| None   |



David's clothes don't meet her approval.



For 500G, you can complete a quest.

Now that you've bought the goodies from the young witch, she announces that she'll be headed off to the big city. The quest is now complete, easy as that. There's no additional reward beyond the components you purchased.

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Celapaleis's Witch

Straight ahead of the entryway in the Grants Way district of Celapaleis, you should see a woman standing with a red text bubble over her head. Approach her and talk to her.

| Reward |
|--------|
| None   |





The Mage-Like Girl has more potions for you.



You're all about the herb.

As in the "Athlum's Witch" quest, she'll offer to sell you a potent herb. Her asking price in this instance is 1000G. Agree to pay the price and you'll receive **Cureleaf(7)** and **Relaxing Herb(7)**. You'll also complete the quest, though there's no reward beyond the herbs you purchased. The Mage-Like Girl is outta there!

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### Elysion's Witch

After meeting the witches in Athlum and Celapaleis, travel to Elysion and enter the 'Hendler' portion. Now walk along the street and take a right at the staircase leading to the upper portion. Double back and you'll find a sort of balcony overlooking the street below. There, a mage-like girl is standing around with a red text bubble over her head.

#### Reward

None



The mage-like girl in Elysion.



Another happy customer.

She'll offer to let you buy some of her wares for 1500G. Agree to do so and you'll receive **Methone Explosive(4)** and **Glowroot(4)**. You've just completed another quest, though your only reward is the items you just purchased.

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### Nagapur's Witch

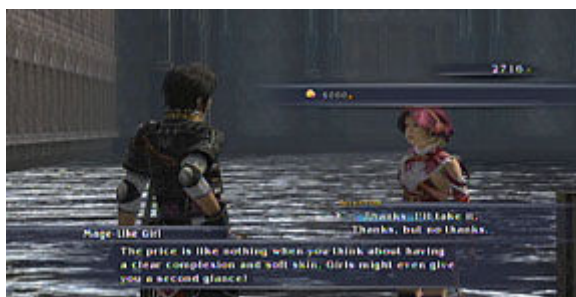
After completing the "Elysion's Witch" quest and before entering the Aqueducts area, head to Nagapur and enter the Flussbahn region. There, head down the stairs to the docks and keep walking toward the second dock. The mage-like girl should be standing there.

#### Reward

None



The girl is standing along the docks.



That's pricey for lotion!

Talk to the mage-like girl and she'll tell her latest tale of woe. Answer "Thanks. I'll take it." to buy her advertised potion for 6000G. When you do, that's another quest completed. You'll receive **Water of Eos(6)**, **Bell Seedling(3)** and **Young Bud(3)**.

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### Ghor's Witch

In Ghor, head left from the main entrance at the alley. When you reach the end of the alley, you'll find the mage-like girl standing there with a red text bubble overhead. If she's not there, you either haven't completed the previous witch quests, or you haven't completed a quest in Ghor (she never seems to appear within a given town until you've completed one other quest). When you see her, talk to her.

#### Reward

None



The mage-like girl is in an alley in Nagapur.



She hasn't learned manners, either.

She'll offer to let you purchase a charm. The price is 4000G. Answer that you'll buy it from her. When you do, you'll receive **Charm of Gliding** (which is actually a good accessory if you like to burn through AP) and the quest is completed.

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### The Silver Falcons: Part One

Once you have recruited Caedmon, head to the Merchant Lot area in Balterossa. Look just to the left of the guild and you should see Caedmon standing there. If he's not, exit back out to the world map and then re-enter the city to try again. Once he does appear there, talk to him and he'll mention the group known as the Silver Falcons. Now you should exit back out to the world map and enter the city again. Repeat this step until Caedmon appears near the guild with a red text bubble over his head.

#### Reward

None



Find Caedmon near the guild first and he'll cheer for the falcons.



Eventually, he'll be ready with a recruitment speech.

When you talk to him once the red bubble appears, he'll tell you more about what the Silver Falcon organization does. Then the red bubble disappears again. Exit back out to the world map and then re-enter. He should have disappeared from his usual post by the guild. Now head over to the pub and enter it. You should see Caedmon standing by the bar, again with a red text bubble over his head.

Talk to Cademon in the pub and he'll let you know of an upcoming military operation that the Silver Falcon organization is planning. Answer "Course!" when he asks if you'll lend a hand. He'll now ask if you're prepared, as he plans to leave immediately for Blackdale. If you're ready, select "Yup!" as your option. You'll be transported to Blackdale for a battle and the quest is officially begun.



Once that happens, you should next look for him in the pub.



Those jhana critters must be stopped!

Now you'll appear within Blackdale, as promised. There are three units of Jhana Archfighter enemies on the field. Tend to them one at a time as reinforcements continue to arrive on the battlefield. In all, you'll face 14 unions comprised of around 60 total units. They're all quite weak, so you'll be fine as long as you keep your health level fairly high.

When the last of the jhana creatures has fallen, you'll be returned to the pub. Caedmon will award you **Shamshir** and **3000G** in payment for your services. The quest is complete.

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### The Silver Falcons: Part Two

Caedmon will offer a second quest in Balterossa, but you'll possibly have to go through the same process that you did to access the first one. That means finding him near the guild and talking to him when a red bubble appears over his head (exit to the world map and try again if you don't see the bubble), then retreating to the world map before re-entering to find him (hopefully) in the pub. Inside the pub, just to the left of the bar, you can talk to him again to hear about a potential quest. Answer "Course!" and then "Yup!" and you'll initiate the quest. Then you appear on the battlefield near the Nest of Eagles area.

#### Reward

None





*Find Caedmon first just outside the guild...*



*...then kicking back at the local pub.*

This battle begins with seven visible enemy units. As always, take them out one at a time to thin their numbers while tending to any reinforcements that arrive on the scene. Focus on the magus units first and keep your health supply up by choosing options that allow you to mix attacks with healing. When the reinforcements do arrive, you may be distressed to find that they include two giant bird units. Before focusing on them, though, continue to spend your time taking care of the smaller enemies (which happen to be capable of self-destruct moves that can wipe out whole units at a time).

Once the two giant birds are finally defeated, along with their cronies, an additional seven units will saunter onto the battlefield (more birds among them). This brings the total number of enemy units you will have battled to 18, and marks the last of the reinforcements. Take them out as you did the first group. When you win, you'll appear back in the pub for your reward from Caedmon (**Premier Bracelet** and **8000G**). That's another quest finished!

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### The Secret Letter

Head to the pub in the Hendler section of Elysion. There, left of the bar, you'll see a gloomy man with a red text bubble overhead. Talk to him. He wants you to take a letter to Balterossa for him, which means traveling along the Southwestern Road area. Accept his request and you'll receive **Secret Letter**. Leave the pub and head to the world map, then enter the Southwestern Road area.

#### Reward

Jade Orb



*Why so gloomy?*



*Expect lots of manticores and vicious plants.*

From where you appear, head to the right. There are quite a few enemies gathered here, so get the initiative and perhaps even try to fight a bunch of them at once for better battle bonuses. You'll come to a large tree that looks like a fat palm tree. From there, continue forward but veer to the right to find a felling point in some tall grass at a dead-end area. Just past this alcove, continuing along the rock wall, you'll find a sparkling point on the face of the cliff that you can investigate to obtain the **Bandanna of Remembrance**. Now head left from there, battling enemies as you follow a path that descends slightly. Hold to the right here, as you'll find a treasure chest against the rock wall there that contains **3200G**.

After collecting that treasure, it's now time to hold to the left as you continue your descent. You'll come to an area with a stone bridge leading across a chasm. Press left here to find a treasure chest that holds **Talons' Clutch**. To the right a short distance before the bridge, against a rock wall, there's an extraction point that you should also check. Also, sharply downhill from the entrance to the bridge is a moss-covered rock wall with a felling point. Explore any of those points that interest you, then return to the bridge and cross over it.



*Left before the bridge is a treasure chest.*



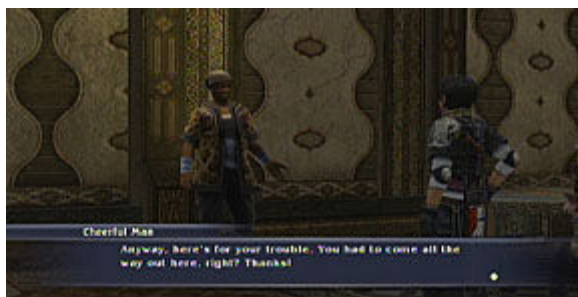
*A second stone bridge? For me? You shouldn't have!*

Once you've crossed the bridge, head immediately right along a small slope to find another treasure chest. This one holds the **Southwestern Road Map**. Left from the bridge is an excavation point, and beyond that two enemies are patrolling ahead of another of the stone bridges. Defeat them and cross the bridge, then head left along the precipice to find some more enemies. It's a bit of a walk, but at the end of that ledge you'll find a treasure chest that holds the **Betrothal Band**.

Now backtrack to the bridge, and this time head forward while bearing mostly toward the right. Along the face of the cliff, you should come across a digging point. Just beyond that, a burrowing enemy will burst forth from the soil to try and startle you, so don't let it succeed. Along the left portion of this area, there's also a tree with a felling point. Once you've tended to those points of interest, go ahead and proceed forward to the map's exit.



*Welcome to beautiful Balterossa!*



*Did you peek? Huh? Huh?*

When you reappear on the world map, your next destination is the city of Balterossa, which should appear for you now if it wasn't available before. Once you enter the city, head right to the pub, which is available in this first area. Inside, look left to find a cheerful man with a red text bubble over his head. Talk to him and answer that you didn't peek at the message. He'll thank you for your trouble and give you the area reward, a Jade Orb. Now Rush can use remedies in battle! Oh, and the quest is now completed...

### Important Reminder!

You will want to have most of the above quests completed before you enter The Aqueducts. Following the events that transpire there, the general flow of the game changes somewhat and various quests will no longer be available to you. Though its true that many of them will stick with you throughout the remainder of the adventure if you haven't found the time to complete them, it's really not worth taking the risk. This is especially true if you are going for an in-game achievement. The game rewards you if you manage to complete all of the quests. Our suggestion is that you complete the 42 quests we've noted up to this point as quickly as possible, then create a separate save file that you can return to if you mess up quest-wise during the events that lead up to the game's conclusion.

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## Love Will Rise Again

In Balterossa, go to the pub and head upstairs. There's a room left from the staircase where you'll find a girl named Charlotte standing about. If you've completed enough quests leading up to this point (in particular, 'For Love the Bell Tolls' and 'Goodbye, Sweet Love'), you'll see a red text bubble over her head. Talk to her. During the ensuing conversation, select "There might be one guy..." as your response to her first question and then "Don't gotta ask me twice!" in response to her second one. This will cause you to accept her quest.

### Reward

20000G, Rough Goblin Stone, Rough Leprechaun Stone, Rough Mermaid Stone, Rough Troll Stone



Charlotte has a plan.



Cross the Great Sand Sea area to find Lavafender, if you haven't already.

Now exit the pub and the city of Balterossa. Your goal clearly is Royotia for this quest, but it's possible that you don't have that destination available on your world map. To make it available now, you'll have to pass through the Lavafender area, which in turn is only available if you've crossed to the southern side of the Great Sand Sea. If you haven't done that yet, enter the desert and head forward until you see a path leading right, then follow that into the next area. Once you arrive in the wide sandy expanse you must head forward a considerable distance (south on the map) to cross it, at which point you'll exit back to the world map and Lavafender will be available as a destination.

Lavafender leads to Royotia, but if you've only just access Lavafender then of course you need to clear the area on your way to Royotia. Enter Lavafender.



Feel toasty in Lavafender.



Which path to choose? Which path to choose?

Your journey through Lavafender begins with a long passage leading straight ahead. Start down it, taking care of the landworms you encounter at a fork in the road. Now you can go either left or right. The right path leads to a door that is presently sealed, so continue along the main path that leads left. Follow it as it turns sharply back on itself, then arrives at another fork in the road. Here, going left leads almost immediately to a dead end with a digging point that should be good for lead or iron ore.

The right path leads onward through several flying vulture enemies before coming to an excavation point. Use that and continue along the path. You'll come to a precipice with a treasure chest at the end. It holds a **Quadrashield**.





*Quadrashield get!*



*Here's hoping the dragon is a vegetarian.*

From that treasure chest, follow the trail as it veers sharply left. Here the path widens. Defeat the enemies and you'll notice that there's a path leading off to the left with a transporter. The trail continues further in that direction, but you also have the option of heading to the right over a bridge to face a giant dragon. There's a harvest point just before that rock bridge, plus you can head left along the ledge to find more landworm creatures.

Don't worry about the dragon just yet, though you'll be back shortly. Instead, head along the path past the transporter. It leads to a 'T' in the path, where you can go left to find a dead end or right to find a treasure chest that contains **Lavafender Map 1**. Grab that treasure, then return to the main area just past the transporter, where the dragon is waiting for you on the stone bridge.



*Dragons kick butt.*



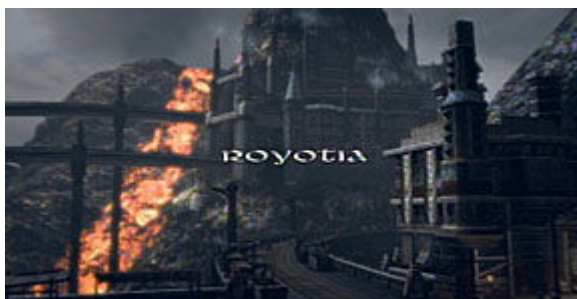
*A beetle so very scarlet...*

Ga the dragon is a rare monster. His Blaster II attack is quite strong and can make short work of even the toughest party members. He's not afraid to use it each turn, either, as well as swaths of dragon breath that can make it difficult for your party members to land blows. He'll even sap your skill points over the course of the battle so that your options for attack are limited. In spite of that, your strategy for defeating him shouldn't vary from the normal one: hit hard and fast, healing while attacking when possible. He'll go down after a few rounds, depending on how strong your warriors have become by this point.

Past the dragon, there's a path you can follow to venture deeper into the dungeon, but you're not interested in that just yet. Instead, head left along that ledge positioned just before the stone bridge where you fought Ga, defeating landworms as you go. The path becomes more tightly enclosed at this point. Note that you may now face a Scarlet Beetle in battle. This is another rare monster, so expect it to take more damage than usual before it falls (though it's not as tough as Ga was).



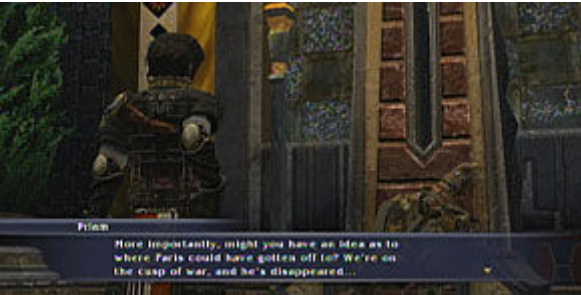
*Up those stairs waits the world map.*



*Royotia at last!*

Past the beetles, you'll come to a 'T' in the path. You can go left or right here. Head to the right first to find a treasure chest. It holds **Cureroot(3)** and **Refreshing Herb(3)**. There's also a digging point in this area and a sealed door. Now you can backtrack to the 'T' in the path. This time, follow the branch of the path that was on your left as you first approached the 'T.' It leads to the world map, where Royotia will now become available.

Once you enter Royotia, head to the city map, and then Royotia Castle from there. Priam, seated on the throne, has a red text bubble over his head. Talk to him and you'll have two options on how to respond. Choose "Where's Charlotte?" and he'll say a few choice words about her, then ask if you know where Paris is located. He mentions Lavafender, so that's your next destination. Again.



Charlotte? She's a trollop, says Priam.



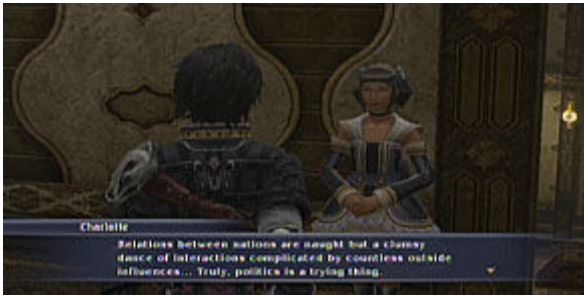
Bune has more legs than a monster ought to!

Save your progress (as a battle is coming), then return to Lavafender. A sequence will play out upon your entrance. Then you'll be given two response options. Choose "Off to Balterossa!" Charlotte will mention a battlefield known as the Salamander's Tongue. Then you'll appear in the middle of desert combat with a guest union by your side.

This fight consists of a string of monster unions. You'll start out facing only four, but more will arrive as reinforcements when you defeat the first few units. The leader of this assault is Bune, the monster that looks like a giant squid. It is accompanied by a few monsters with pretty lengthy life meters, so take care of them first and then you're free to focus on Bune with your most powerful attacks. When he dies, that's the end of that fight and you'll return briefly to the Lavafender cave... where there's a short sequence before you're engaged in another battlefield brawl. This one takes place Salamander's Belly area (also a desert backdrop).



Salamander's Belly is full of sand say we.



And so the tale ends happily. Or does it?

The second fight is more difficult than the first. Wave after wave of enemies will rush you, among them Deathclaw and Terrapet units with unknown health meters. These are the two leaders of the battle, so you should focus your attacks on them while also carefully monitoring your health. There are too many units in play for you to do well if you don't pay close attention. Particularly dangerous are the magus units with their area attacks. While you shouldn't worry about taking on most of the enemies (besides the leaders) directly, any magus units are an exception. Tend to them and the two lead units and in time, the battle should be won.

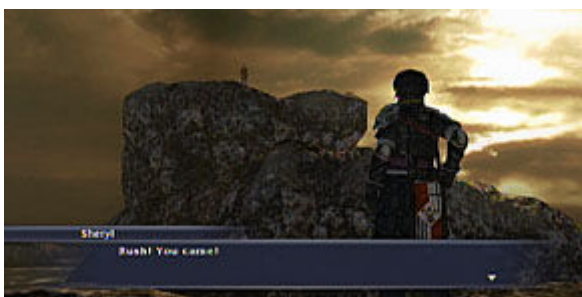
When it concludes, there will be another sequence in the cave, then you'll appear back in Balterossa for your hefty reward. The quest is concluded.

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### Kosmosfest

After clearing the Fornstrand area for the first time, you'll be able to head to Nagapur for a quest. Enter the pub and head upstairs. In the area left of the top of the staircase, you'll find a man labeled as Kosmosfest Staff with a red text bubble over his head. Talk to him and he'll tell you that he needs monsters cleaned up from the Calm Shores area. Answer "I'm on it!" to accept his request. You'll appear in Fornstrand, where Sheryl will greet you.

| Reward |
|--------|
| None   |



*Sheryl has a thing for dangerous places.*



*They're crabs. Of course they like the beach!*

After Sheryl finishes greeting you, be ready for monsters to charge you, since you're standing in the middle of a dungeon area. You may want to slow time just so you can get your bearings. There are quite a few crabs all around here, but you don't want to fight too many at once. Typically, a crab that you can see on the map represents two units in battle, which often includes a giant armorshell group that can hit for some pretty hefty damage. If you get four or five crabs chained together and then take them on in battle, be prepared for a fairly difficult confrontation.

Work your way along the beach, battling crabs two or three at a time. You don't have to leave this portion of the Fornstrand area. Just explore the various canyon paths and consult your mini-map to make sure that you haven't missed anything. There are around 16 total crab units spread about Fornstrand's beaches. Once you destroy the last crab unit within the area, head back to where Sheryl is waiting and a new unit will be there: Death. Defeat it as you would anywhere else: by keeping up your health (crucial since this group of Death monsters is much tougher than usual) and hitting it with your most powerful attacks.



*Even Death needs a bit of sunlight.*



*Kosmosfest is a festival of swirling lights.*

When Death is vanquished, it's time for the celebration to begin. After a short scene, you'll appear back at the pub for your reward. The quest is completed. Sheryl can now be recruited, if you're interested.

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### History's Boundary

For this quest, you'll want to start with 450,000G in your wallet, since you'll basically just be asked to make a string of shady purchases. Once you've cleared the Holy Plains area when it appears because of the game's storyline, head to Undelwalt and enter the pub. There, if you have recruited Glenys (she doesn't have to be in your active party, just in reserve), you'll see her standing in a corner to the right of the entryway with a red text bubble over her head. She needs your help. Listen to her situation, then answer "Let's go treasure hunting!" to accept the quest.

### Reward

Arch, Finsternis, Shard Formula, Snakebite, Spear of Origin





Buy Snakebite at the guild for 50,000G.



Buy the Shard Formula at Gefyri for 80,000G.

Once you give that response, Glenys will tell you that she is looking for the Spear of Origin. Finding it won't be easy, though, or cheap. Begin by heading over to Undelwalt's guild. There, you'll find a Black Marketeer to the right of the door with a red text bubble over his head. Talk to him and he'll offer to sell you the Tome of the Dragon God for 50,000G. Answer "I'm all about that!" to pay the fee and obtain **Snakebite**, a new formation for your crew.

Your next stop is the Gefyri district of Undelwalt. Go there and you'll find the same Black Marketeer standing along the right side of the plaza with a red text bubble overhead. When you talk to him, he'll offer to sell you the Epigraph of the Hundred Sages for 80,000G. Answer "It's totally mine!" to make the purchase and obtain **Shard Formula**.



Upstairs in the pub, pay 120,000G for Finsternis.



For 200,000G, you can buy the Spear of Origin in the throne room.

Now you'll need to return to the pub where Glenys is waiting, but you don't have anything to report to her just yet. Instead, go upstairs and turn right from the top of the stairs. There's a small room there, and the Black Marketeer is standing against the wall so that you can't easily see him from the stairs. Talk to him and he will offer to sell you **Finsternis**, a powerful blade. His asking price is 120,000G. Answer "Kinda pricey, but...okay." and you will make the purchase.

Next you should enter the Castellum district. There, you'll find a new Black Marketeer standing just to the right of the throne. You'll be offered the **Spear of Origin** for the hefty price of 200,000G. Answer "Geez...okay." to make the purchase. You'll appear back in the pub, where you receive the **Spear of Origin** for your trouble. You also receive **Arch**, which is a new formation. Another quest is out of the way!

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### The Desert's Legend

Make sure that you have recruited Glenys from the guild in Nagapur, and that you have the three godstones in your collection that you obtained by defeating previous quests. In Balterossa's pub, you'll then find a man standing around upstairs in the small room to the right of the top of the staircase (where the Silver Falcon soldiers are standing). Talk to him and he will instruct you to go to the great tower in the desert to offer them up and potentially learn a great secret. Answer "Sure, I'm game!" to receive further instructions. You are to enter The Great Sand Sea, then head east of where the spear leads. He won't say anything more, even if you press him.

#### Reward

Claws' Grasp, Intermediate Customization



*This creepy guy knows a lot of stuff.*



*The tower lies beyond the huge rock formations.*

Once the quest begins, you'll appear automatically in the appropriate area. Head forward along the trail and follow it as it leads downhill and to the right. Now you'll enter the large basin area with the markers that help guide you across the center of the desert. The man in the tavern had said to head east from where the spear leads, but that's rather vague. What he meant is that you should head toward the northeastern portion of the desert. Follow the outer edge of the wall in that general direction and you will come upon an area where there are large rock formations in a cluster (on the map, if you have it, you should see what look like two large circular splotches close to one another). Head for that space and you'll trigger a brief scene as the camera pans across to a tower. Now you'll appear within the tower.

From the entrance, head down the long hallway directly ahead of you. At its end, you'll reach a larger room with three doors leading off to the left, right and directly ahead. There are many ways through Flaumello Tower, which is actually a combination of several towers. You'll be passing between them throughout your ascent, following portals and many winding passages. The many paths through the towers cross one another a confusing number of times. We'll assume that all you want to do is work to the top while collecting a small amount of the overall treasure. Pay close attention to our instructions so that you don't get lost, and remember that you can always come back later to do some exploring on your own if that is of interest to you.

From the first main intersection, go ahead and pass through the door on the left. Along the path that lies beyond it, you'll find some lizard monsters and past them the first of several portals. Pass through it.



*Rush finds a portal.*



*Hopefully you enjoy battling basilisks...*

You'll appear at the start of another hallway. Head forward and it quickly comes to a 'T' where you can should head to the right (left is an almost immediate dead end). Continue along that main passage. There's a brief alcove to the right with a monster. Past that, you'll soon come upon another such alcove with more monsters, though they're harder to see. Don't let them startle you. They're guarding an excavation point, so go ahead and use that before continuing along the passage. It next comes to a wide 'Y' in the path. Head left (the right path is another dead end) and just past a dig point (precious metals, ahoy!) you'll come across an enemy patrolling a short hallway leading toward the right. Defeat the enemy and head along that passage to find a treasure chest that holds **Methone Explosive(3)** and **Glowroot(3)**.

Continuing along the main passage you briefly left, you'll come upon more enemies near another dig point. You can read an inscription along the wall here to learn a bit of the world's history, as well. Past that, the path continues to wind around to the base of a staircase. Climb the stairs to reach a new portion of the tower.



*A dead end passage and a door to the right.*



*Armlets and necklaces belong in treasure chests, evermore!*

Ahead, you'll see rubble lying across the path and blocking your progress. There's a door to the right, though. Pass through it and you'll find yourself in an empty room with another doorway leading toward the right. When you pass through that door, you'll be in another room of similar design, but this one isn't empty; enemies will rush you if you let them. Slow time so that you can avoid them or defeat them all together, then continue through the next door. Another enemy may try to rush you here. Continue past that and follow the pathway as it bends sharply left. There are more enemies here, and past them a dig point on a pile of rubble along the left side of the passage. Beyond that the path curves back toward the right and you'll find another enemy, followed by another portal. Defeat the enemy and pass through the portal.

In this new portion of the tower, you'll appear at the start of a long hallway. Proceed forward, defeating the enemy along the way. The path will soon come to a 'T,' with the left route leading to a dead end and the right route leading to a monster and doorway. Defeat that monster and head through the door to reach another wide corridor. Go right here to find a treasure chest that holds **Aged Necklace** and **Aged Armlet**, then left to pass through another door.



*A staircase left of the passage that leads to Gauntlet.*



*Rockgrater monsters take awhile to kill.*

You're now in another wide hallway. There's an enemy ahead that will likely rush you, so deal with him and then start forward. To the left, you'll notice a door. Go ahead and use it, since the passageway you're presently exploring is a dead end. Through the door, head to the right along the hallway. A passage branches left up some stairs, or you can continue forward to encounter more enemies and a treasure chest that holds an upgrade to an existing battle formation, **Gauntlet**. Grab that, then backtrack to the stairs and ascend them.

At the top, you'll find several more enemy unions ahead of another staircase. Defeat them and climb the stairs, then follow the passage to the right until you reach a doorway along the wall on the left. Pass through it and you'll find a hallway branching left to an excavation point and right to a treasure chest. The chest holds **Restabulb(3)** and **Faerie Herb(3)**. There also are numerous enemies in this area. Defeat them and grab the goodies, then return to the previous hallway and continue along the passage to a staircase. It leads up to the next portion of the tower.



*An old door leading to another old door.*



*A stele with some interesting text.*

Proceed along the new hallway and you'll come shortly to a 'Y' in the path with enemies patrolling. Tend to them, then



head left and up the stairs (the path to the right is a dead end). An enemy may materialize out of thin air right near the top of the stairs to try to startle you, so don't let it succeed. Defeat that monster, then head toward the right and you'll come to an old door. Pass through it. You're now in a room with two more enemy unions. Take care of them carefully, then proceed through another old door. You're now in a hallway. Follow it to the branch, where you can go left to an alcove to find an extraction point or right to continue onward. Note that there's an enemy here, so don't let it surprise you.

As you continue along the hallway and up the stairs, you'll arrive at another 'T' in the path. Head left. Now you'll arrive at a 'Y' where the left path leads up stairs and the right one continues along a narrow corridor. The right path is a useless dead end, so climb the stairs leading left. At the top, you'll reach a 'T' in the path where you should head left. Some more enemies await you there, so tend to them (one at a time, if possible) and then proceed onward. You'll come to another large stele along a wall that you can read for more backstory. To the right, around a corner, there's another platform with a portal. Use it.



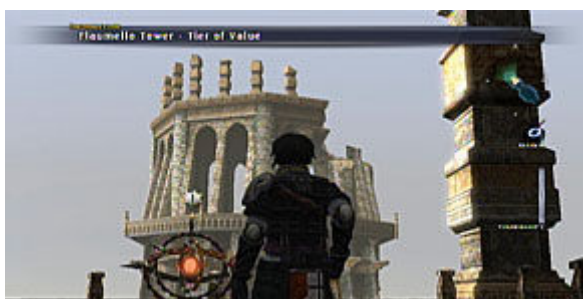
*Guarding doors in long-forgotten towers must be a cushy job.*



*Death lives up to his name.*

Now you'll appear at the start of another hallway. It's worth noting that this floor is filled with tougher enemies that could give a weaker party some serious trouble, so be careful as advance. Head forward from where you appear after taking the portal and you'll come across an enemy unit roaming in front of an old door. Defeat the enemies, then proceed through the door. You'll come almost immediately to another 'T' in the path.

Head to the right. You'll come to a four-way room with a floating Death eyeball overhead. Defeat it carefully, as this monster type can be particularly dangerous. The passage leading left just leads to a series of portals that will cause you to circle around on this floor, so ignore that. The path to the right leads through a door and to another portal that you're not interested in following for the purposes of this quest, while the path straight ahead will allow you to proceed down another hallway. This is the path you want to take right now. There's a door leading to the right here, so pass through it and defeat the enemy on the other side. Continue along that passage and you'll come to another portal. Use it.



*The top of the tower is within view.*



*The doorway just beyond the teleporters.*

When you appear in the new area, head forward and defeat the enemy, then follow the passage as it wraps toward the left. You'll come to a door. Pass through it, defeat the enemies lurking on the other side, and continue onward to reach a wider, more open room. There's a treasure chest here that you can open for **6900G**. Past that is a door. Advance through the door and you'll come to a wide 'T' in the path. Right from here, you'll be able to follow the path around and past another enemy, to yet another portal. Again, use it.

From where you appear now, head forward and then go through the door to your left. Continue along that corridor to reach the top of a ladder. Descend it and continue through the archway. Past that is a room with more enemies. Defeat them or rush by them and make your way to the door beyond. Through that, you'll find yourself in a chamber with a teleporter off to your left. There's an enemy to your right, as well. Defeat him, then proceed past him and climb the long staircase that he was guarding. When you reach its top, continue forward and past more enemies, to another portal. Use it to reach a new area.

Here, continue straight forward along the passage, defeating or running past any enemies you encounter, until you reach an orange teleporter. Use that to pass over to another one on the opposite side of a small gap, then head straight

forward. You should notice halls leading to your left and right, also with orange teleporters, while straight ahead the hallway comes to a halt at another door. Go ahead and pass through the door.



The room with three pedestals.



Mantroskylo's favorite attack is barely a threat.

You've now reached a room with three pedestals. You can place a godstone on each one of them. Once you've placed all three stones, a glowing column of bluish light will appear just ahead of the pedestals. Before you pass through it, make sure to save your progress. When you do step into the light, you'll be teleported to a throne room and a boss battle will commence.

**Boss Battle: Mantroskylo**

Like most bosses, Mantroskylo doesn't like to fight alone. He'll bring five companion units to the battle, so take care of them first and then turn your attention on Mantroskylo herself. The good news is that Mantroskylo is a bit of a pushover. While you do have to watch out for the body blow that she inflicts, it's not something that is likely to wipe out whole unions at a time. Just keep your health reasonably high and focus on hitting with your toughest attacks. With the weaker monsters out of the picture, it shouldn't take long at all for the fight to end.

Once you win the fight, there will be a brief sequence and then you'll appear back at the pub for your reward. That's another quest complete!

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**Seeker of the Ancient Path**

Head to the Melphina pub. Left from the doorway, there's a large fellow named Yuniver with a red text bubble over his head. Talk to him and he'll ask you to investigate a dangerous area. Answer "I eat danger for breakfast!" and he'll inform you that the place he wants you to go is The First Path, in Siebenbur. Your quest has begun.

| Reward       |
|--------------|
| Amethyst Orb |



Yuniver. No relation to Gulliver.



A glowing icon. Could it be... a boss?!

When you appear at the entrance to The First Path, head forward and through the door. Descend the stairs beyond and follow the path to the 'Y.' After defeating the enemies that are waiting for you there, take the left branch. Follow that, defeating any enemies you encounter along the way. After a long walk that ignores a path branching off toward the right

in the direction that you've just come, you'll arrive at a fork in the path. Here, you should follow the left path. As you reach the end, you'll come upon a glowing icon hovering in the air. Save your progress before you advance further. When you're ready, approach the icon and you'll trigger a boss battle.

### Boss Battle: The Tested

This fight pits you against three monstrously huge birds. Each has around 100,000 health, which means this fight is going to last awhile even if you're hitting for substantial damage each round. Further complicating matters is the fact that the birds like to start out the fight with a round of curses that will make every union involved become fragile like glass right from the start. If you survive that unpleasant greeting, then expect the birds to use devastating area attacks in the rounds to follow. You'll definitely want to keep up your health, but not at the expense of a decisive offense. As always with fights of this sort, focus as much as possible on eliminating one target at a time. That way, you'll have less to deal with as the fight wears on and you should be able to emerge victorious after several touch-and-go rounds.

After defeating The Tested, there's a felling point nearby that you can check if you like. Then turn around and head back the way you came. As you backtrack, you'll see a 'Y' in the path ahead of you. You had ignored the offshoot path that you'll see to your left because you were trying to reach The Tested. That's no longer the case. Take the left path at this fork and head to the edge of a drop-off, then go ahead and take the plunge.



*Go left now to jump from the cliff.*



*These fellows are pretty easy after the birds you defeated.*

Head forward along the path now and kill the enemy that's waiting at an intersection. Then follow the path left from the intersection to find another weaker enemy and beyond him another of the glowing icons hanging in the air over the path. Defeat the little guy, then save your progress before approaching the hovering light, as it triggers another boss battle.

### Boss Battle: The Tested

This group of monsters may bear the same name as the birds you defeated a short while ago, but the fight is different. Now you're facing three monsters that resemble weredragons from other areas of Siebenbur. These creatures aren't as robust as the birds, so the fight shouldn't go on as long if you manage a rapid assault right from the start and focus your strikes on one group at a time. They do have powerful area attacks that can deal pretty strong damage to a given unit--enough to obliterate it if you let HP drop--but a cautious mingling of attacks and healing should keep you from ever dipping too close to the danger zone. Besides that, attacks that affect your status ailments are limited. This fight actually shouldn't prove too difficult.

When you've defeated this group of monsters, it's time to hunt down the dwelling place of a third such group. Head back the way you came to a 'T' in the path and go left. At the next intersection, head left again. Follow that path until it comes to a head at the top of another drop-off. Go ahead and leap down it, then continue along the path ahead, defeating any enemies you encounter along the way. The path will come to a 'Y' where you can continue left or branch off to the right. For now, stick to the left. Continue in that direction and the path will eventually curve toward a dead end to the right. There you'll find yourself at a 'T' in the path.





*More enemies near another magick symbol.*



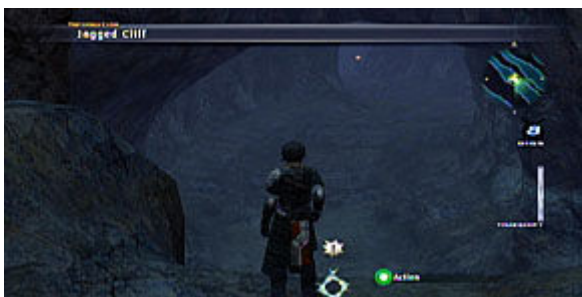
*The eyes have it, with 'it' being the 'Switch' attack.*

At the 'T', you'll want to head to the right. There's an enemy pacing about here, so carefully take care of him and another nearby monster. Then save your progress. Past the base of a staircase, you'll find another of the lights hanging in the air and waiting to utter random proclamations about magick. When you're ready, approach for a boss battle.

### Boss Battle: The Tested

This is arguably the toughest of your three encounters with The Tested. You're facing off against three hovering eyeballs. The problem is that no matter how powerful you are, they use a move called 'Switch' that wipes out most of a given unions HP in an instant. There's still a sliver left, but then they will likely follow up with a moderately weak area attack that's still enough to finish off any who were hit hard by the Switch attack. Therefore, it's essential that you keep up your HP and also that you be ready to revive fallen comrades if the need arises (as it very likely will). When all of that isn't keeping you busy, focus your attacks on one durable eyeball at a time. The fight grows much simpler after one and then two of them are out of the way, until the third one feels positively simple to bring down for the taste of sweet victory...

Once you defeat The Tested for the third time, you're ready to continue still deeper into Siebenbur for the final boss confrontation associated with this quest. From where you defeated the three eyes, head up the stairs and along the path leading left from the intersection. Continue along that path, defeating any enemies you encounter on your way to another intersection, where you should again proceed to the left. Follow that path around a sharp bend to the right, then be looking for a path that branches sharply to the left from the main path you're following. Turn left along that path and follow it to the top of another drop-off.



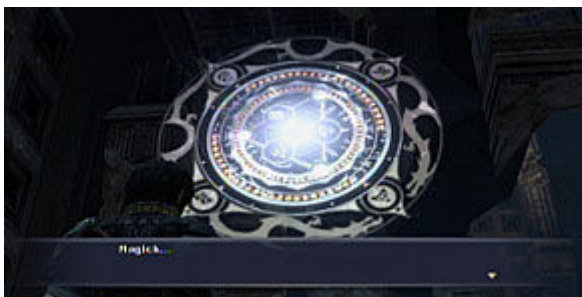
*Drop from this area to the path below.*



*Save your progress before passing through this door.*

Jump from the cliff to the area below and now you're almost to your destination. Continue along the path as it proceeds forward to a 'T' of sorts. Here, you should take the path leading left and down some stairs. Defeat any enemies you encounter along the way. Past the foot of the stairs, you'll find a teleporter. When you're ready, the path ahead continues onward to another portion of Siebenbur, The Final Fortress.

Enter that new area and you'll come to a fork in the path where you can head left or right. Veer to the right and take care of any enemies you encounter along that path. You'll soon reach an area where another path branches off to the side. Just ignore it and look beyond it, where you should see two enemy units patrolling in front of a door. Tend to those monsters, then save your progress before heading through the door.



Always with the talking about magick...



The Charged Idol is a powerful opponent and don't forget it!

On the other side of the door, you'll find another of the floating devices if you start toward the left. You've reached the quest's final boss battle.

### Boss Battle: Charged Idol

This particular fight can be taxing primarily because you're not only facing off against Charged Idol, but a crew of helpers. As usual, focus on one of them at a time. Start by taking care of the Hypnos monsters, then the Death unions. There are two of each, and when they're gone you can freely focus on Charged Idol himself.

Charged Idol itself has approximately 250,000 HP. Its most dangerous attack seems to be a 'Curse' move, but that's hardly the only assault it has at its disposal. On occasion, it can launch a devastating attack that can slam every party on the battlefield with severe damage. This seems to happen only late in the battle, though, when you're about to win. Still, it's good to know that it's coming so you can prepare by keeping yourself healed. If your unions are in reasonably good shape when the blast comes, they should survive it without issue. Just keep hitting the idol with your most powerful attacks, keep healing and don't get impatient.

Once you defeat the Charged Idol, you'll be taken back to Melphina to talk to Yuniver. He'll reward you for your success by giving you **Amethyst Orb**. Rush will also be able to use Psionics as a result. Yuniver encourages you to recruit him at the guild if you ever need help on your adventures. Another quest has been completed.

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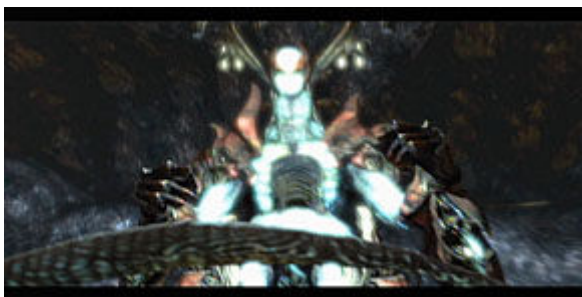
### The Fallen

If you completed the "Frustrations" quest before the events at Nagapur made it unavailable, and once you have completed the Darken Forest area of the game when the story dictates that you should do so, you'll be able to head to Baaluk's pub for a special quest. Note that you must do so *before* you ever enter the remote city of Undelwalt, which will appear on the map not long after you clear Darken Forest. Thus, your window of opportunity for this important quest is rather small. You'll probably want to attempt it just for the achievement that is associated with it.

#### Reward

250,000G, Alabaster Orb, Breath of the Omnipotent

Make sure that you've stocked up on healing and revival items, and that your unions are in great shape. When that's tended to, you're ready to attempt the quest. In the pub in Baaluk, you'll find a character named Wyngale just ahead of the doorway. He has a red text bubble over his head. Save your progress, then talk to him. He will invite you to come see the defeat of the monster known as The Fallen with your own eyes. Answer "I'm there!" and then "I'm all about fun!" and you'll accept the quest.



*The Fallen is all glowing and mystical.*



*He fires lasers from his pointy fingers, too!*

With the quest thus accepted, Wyngale's union will temporarily join your party. You'll be taken directly to a boss battle.

### Boss Battle: The Fallen

Unlike any other battle in the game, this one is on a time schedule. From the minute you begin battling against The Fallen, time is counting down toward Armageddon, the ultimate move he unleashes during the 10th round. You'll know it's coming when you see glowing brands start protruding from the wall and the environment around you changes to a curious mixture of red and white. When that happens, the end is near. If you haven't defeated The Fallen by the time he launches that ultra-powerful attack, you're dead; the game doesn't even bother to show you how much damage it does. No matter how powerful you are, the attack is fatal. End of story.

Unfortunately, ganging up on The Fallen all at once means you will take some hefty damage. He can deadlock numerous unions and attacks each one unless you are especially fortunate and get to attack from the sides. He also unleashes powerful area attacks on a regular basis?at the end of almost every one of those 10 rounds, even.



*After the Fallen, the end-of-game boss won't seem so difficult...*



*When you see the battlefield change hue, the end is near.*

To win, you'll want to consolidate your unions into four units. This allows you to increase their overall HP and hopefully avoid taking too much damage every turn. Focus on units that are capable of inflicting extreme damage with their combat arts and remember to use the ones that can heal on top of their combat arts. Each unit will need to have someone on board that can revive, as well.

The Fallen has around 400,000 HP if your battle rank is below 80, or 450,000 if it is below 100. To wear him down, you'll need a bit of luck. Make sure that your part leaders know overdrives (good examples are Rush, Torgal, Baulson, Emmy and Jager) and are equipped with the most powerful weapons available at this point. Go hunting for components if necessary.

Each turn should basically involve you sending two teams forward to hit The Fallen for as much damage as possible while the other two units (hopefully your weaker fighters but stronger healers) inject everyone with healing arts and items. Some elements of the fight?such as when overdrives appear and how much damage The Fallen's favorite moves inflict?seem to be random and can vary wildly from round to round, so be ready to change your pattern on the fly. What you want to do is avoid situations where you end a round with more than a single union unconscious. This includes the Wyngale union, which is along for the battle. He inflicts almost no damage at all, but you can't afford to let him die because then your party members might revive him instead of someone useful. Therefore, adopt a balanced approach to healing and attacking (as described above) and you should be able to wear your enemy down to his breaking point. Good luck!

Once you win the battle against The Fallen, you'll receive **Twilight of the Gods** as your immediate loot. You'll also receive **250,000G** from Wyngale, as well as **Breath of the Omnipotent** and the **Alabaster Orb** for Rush (it allows him



to use Wards). Well done!

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The Villain and the Sightless Girl

Once you've visited the city of Undelwalt very late in the game and played through the events that take place there, you can find another side quest in Athlum. Note that you will need to have recruited Loki. If all of that is in order, travel to Athlum and enter the Town Square portion of the city. There, you should find Loki standing near the guild. He should have a red text bubble overhead. Talk to him and he'll go on about how tough he is. To trigger this quest, you need to continue talking to Loki until he stops having new things to say. It's possible that you've done much of that earlier in the game. If not, you'll definitely want to do so now.

Reward

Hurricane

Note that talking to Loki may require exiting and re-entering the city as many as five times for each new addition to the dialog. Loki will have three different red text bubbles appear overhead, and says the important stuff the third time around. Once he talks about the girl, you should exit the city and re-enter, then head to the town square. There, seated along a wall to the right of where you can usually find Baulson, you'll see a girl with a red text bubble over her head.



Loki has a tragic history.



Of course, so does the girl...

Talk to the girl and answer "I'm Rush" when she asks who you are. Then talk to her again, as she still has a red text bubble overhead. She will continue talking about Loki. Head to the pub now in the Virtus Parish district. Left from the entrance, you'll now see Loki standing with a red text bubble over his head. Talk to him. He will tell you that he needs to get some visuminsimos flowers from Mt. Vackel and invites you along. Answer "She's a cutie. I'll go." This will allow you to begin the quest.

You'll appear at the top of Mt. Vackel now, opposite the side where you usually appear when entering from the world map. Start forward down the path, defeating the enemies that you encounter along the way. As you descend, there are two areas that branch briefly to the right. The first you can safely ignore, but the second one is actually your destination within the area. There's a sparkling point on the ground along its left side. When you approach, you'll trigger a brief scene.



Some flowers must like the snow...



...and some dragons must like flowers!

Following that scene, you'll find yourself engaged in a boss battle.

## Boss Battle: Welkin Dragon

When you face the Welkin Dragon, you'll be disappointed to learn that it has brought along a more standard dragon to help. You should take care of the weaker fellow first, since you can hardly hope to win if two dragons are left to gang up on you for an extended fight. Focus all of your attacks on the dragon, which has around 250,000 HP. You'll want to keep up your health as you fight, but it shouldn't be too terribly difficult to survive the onslaught for the few turns it will take to get rid of the one dragon.

With the first monster out of the way, you're left free to focus your attacks on the second beast. This should make it easier to heal as you attack, meaning that the fight should now prove a lot less dangerous and should also be able to end more quickly. Unfortunately, the fight is far from over. Welkin Dragon is capable of using two attacks per turn, and will do so unfailingly. This means that you are still have a lot to fear from its Volcano Breath attack, which inflicts severe damage on all unions on the field. Continue to keep up your health as you battle, though, and you can win this!

Once you've defeated the dragons, you'll witness a brief scene and then you'll appear back in Athlum for another sequence. When that ends, you'll receive your reward and the quest is complete.

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## Kate and Rhagoh

Once you've cleared the Koenigsdorf base, more quests become available. If you have recruited Rhagoh, head for the Lamberro District in Celapaleis. Head down the street to the right just before the pub (the one that leads to the secret guild, which is the second street on the right from the Lamberro District entrance area) and you'll find him leaning against the wall along the left side of the alley. If he doesn't have a red text bubble over his head, exit to the world map and re-enter. Repeat that until the red text bubble appears. It shouldn't take more than 5 attempts.

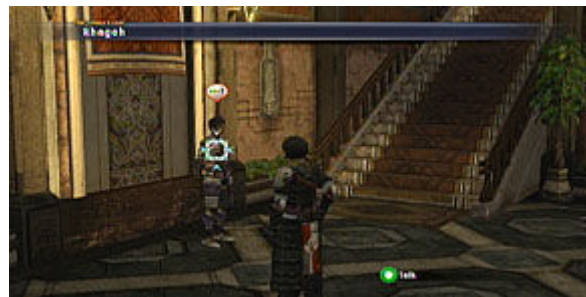
### Reward

None

Once Rhagoh does have a red bubble overhead, talk to him. He'll briefly mention his twin sister Kate. Now exit to the world map and then re-enter the district. Look for Rhagoh where you found him before. He should still be there, but he won't have a red text bubble overhead. Exit to the world map and re-enter Celapaleis repeatedly until he appears there with a red text bubble overhead again. It will take up to 5 attempts. You'll need to continue going through this process (exiting and re-entering 5 times to make red text bubbles appear) until Rhagoh finally disappears from his post by the side of the building. Once he does, head to the nearby pub and enter it. You'll find Rhagoh inside the pub at the base of the staircase. Talk to him now and he'll reveal that he has a key for Robelia Castle. When he makes his request, answer "Of course. Let's go!" and you'll finally begin the side quest.



The hunts for the red text bubble aren't particularly satisfying...



Finally he appears in the pub.

The quest begins with you standing at the entrance to the Ruins of Robelia Castle area. After Rhagoh refreshes you on your objective, you're free to explore. Begin by heading straight forward along the passage until you reach the old door. Enter it. Now head forward but hold to the left wall. You'll follow a hallway left, then turn sharply left to find a door. Pass through it and you'll find yourself at the top of a ladder. Descend it.

From the base of the ladder, head forward and you'll come to a large, open room. There's a door leading onward from there. As you approach it, Rhagoh will ask you if there's anyone you wish to meet. Answer "Hook me up!" to his question. Now you can pass through the door and proceed along the hallway. Follow that passage until you find a door

leading left. It's a dead end with enemies, but you can explore that room to find a treasure chest that holds the **Stone of Antimageia**. You'll need that in a moment, so be sure to grab it. There's also a digging point that yields the Rough Leprechaun Stone, Ruby Crystal or Platinum Ore, depending on your luck. Now return to the main hallway you were following and continue along it.



*You'll want to grab the Stone of Antimageia from this chest for use in a moment.*



*Expect to encounter numerous basilisks in the castle ruins.*

You'll shortly come to an archway leading left into another large room. Pass through it and be ready for any enemies in the area. Once you've tended to them, cross the room and pass through the open archway into the hallway beyond. Head right along the hallway, which has no turns for awhile before finally you reach an area where you can continue either straight ahead to an almost immediate dead end, or sharply left. Continue left and you will enter another more open space. Watch out for the enemy patrolling here and head toward the right, where an open door grants access to another hallway. At the end of this one, you'll find a teleporter. Along the wall to the right, a door leads to a larger room in that direction.

Continue through the door. Proceed toward the left and you'll find a treasure chest, as well as some enemy unions in the area around it. Defeat them and open the chest for **Platinum Ore(2)** and **Divine Dragonyte**. Then head left from the chest to pass through a door and into another hallway. Follow this passage and you'll come to a place where more enemy unions are patrolling in front of another old door. Defeat them, then save your progress. Once you've done so, approach the door.



*The Stone of Antimageia opens this door.*



*The monsters that you face at the quest's end are weaksauce.*

Now you'll be asked if you want to bind the remnant key to the door. Answer "Let's do it." and the door will open for you. If you don't have that option, it means you didn't get the Stone of Antimageia awhile back. Once you open the door, you'll see a glowing pedestal ahead of you. Approach it and you'll trigger a scene, then a battle.

Now you're facing several weaker enemy unions. None of these monsters should prove difficult at all. You'll likely wipe them out in a turn or two without even bothering to heal. When they're toast, there's a short scene and then you'll appear back at the pub in Celapaleis. The grateful Rhagoh will give you **Ruby Crystal(2)** and **Emerald Crystal(2)**, as well as **5000G**. He's understandably grateful. You'll now be able to recruit Kate at the guild, as well. Another quest is complete!



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## The Gates of Deceit and Sword of the Dead

This extremely missable quest is only available if you followed our advice and talked to the Duke of Ghor between clearing the six bases. While it may not be strictly necessary to have talked to him after each base, you need to have done so *at least* three times during the process: after the first, third and fifth bases. If all of that was done, then you should head to Ghor after clearing the Darken Forest area of the game. The forest appears early in the game, so we're referring specifically to the moment when the story requires you to visit the forest after the Koenigsdorf is completed.

### Reward

Trap Formula

When you arrive in Ghor, go to the castle and talk to the duke. He'll mention a sword that the Third Committee members have reportedly obtained. Exit the castle now and head to the pub. There, left of the doorway and standing against a wall, you'll find a messenger with a red text bubble over his head. Talk to him and he will inform you that he has a message from the duke. Your presence is requested back at the castle. Return to Castle Ghor and the duke will now have a red text bubble overhead. Talk to him now and he'll explain that the Third Committee has created a remnant known as Leithion's Sword. It is being held in the Numor Mines area, and the duke invites you to go along. Answer "I'm ready!" and the quest will begin.



The Duke of Ghor is feeling better now.



Start your search by heading through the door.

You will appear in Numor Mine. The Duke of Ghor points to a doorway and says that the path to the sword lies beyond that door. He'll now join your party as a guest union. Your goal is to make your way to the deepest depths of the mine. Start by heading straight forward and across the wide hallway to the door. Pass through it and ride the elevator down to a level below, known as the Large-Scale Mining Zone.

Ahead of you is a door. Pass through it and start forward. You'll trigger a scene. When that concludes, you should head forward to the 'T' in the path. Even though the sword is to the right, you can't reach it by heading in that direction. Instead, start toward the left. You'll run into an invisible wall that teleports you to a separate portion of the mine: the Excavation Area.

From where you appear here, start forward along the path and you'll soon come to a fork in the passage where you can veer sharply left or proceed forward. Take the left branch. As you follow that, you'll come to another fork in the path. To the right, a treasure chest is visible in the room beyond, but you can't actually go in that direction even though it looks like you should be able to. You'll need to veer left instead.



The treasure chest is a lie.



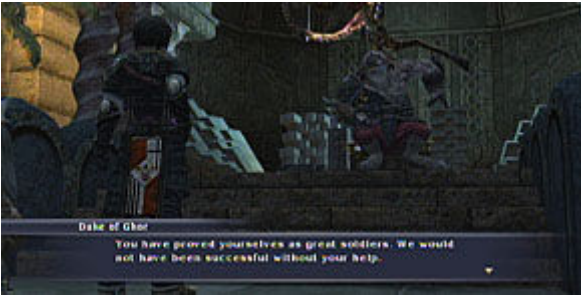
The Duke of Ghor lends a hand.

In this direction, you'll soon encounter an enemy unit, the Greater Demon. These guys have solid defensive capabilities and can hit with pretty powerful area attacks, but keeping your health up and focusing on one union at a time should allow you to beat them down within 3 or 4 rounds. Once you've done so, continue along the passage until you hit another invisible wall. It teleports you to a separate section of the Excavation Area.

Head forward to the 'T' in the path and take a left. Follow that path until you come to a 'Y' and follow along the left corridor. You'll run into another of the walls, with this one taking you to the Large-Scale Mining Zone and placing you just in front of a treasure chest. Open it to find **5400G**, then follow the path forward. There are two short paths on your left as you proceed. Just ignore them and hold to the right as you follow the main path, which then comes to a proper 'Y' where you should continue along the path to the right. It wraps around and into another invisible wall.



*Ride the lift up to reach the sword.*



*The Duke of Ghor congratulates you.*

That wall teleports you to a separate area within the Large-Scale Mining Zone. Follow that forward and you'll come to another branch. Veering right here will take you to a platform where you can ride a lift. Do so. At the top of the lift, save your progress. Then step forward and you'll trigger a brief sequence, followed by a battle.

This particular battle shouldn't give you much difficulty. You have to defeat the Third Committee member, along with assorted weaker groups. Start by taking care of the Nymphalidac, then the Papillon and Hypnos units before you turn your attention to the committee member and his 100,000-HP life meter. Remember to focus on unions one at a time so that you get each threat out of the way as quickly as possible, and definitely keep up your health with healing arts and items as necessary.

Once you win that fight, there's a brief scene and you will appear back in Castle Ghor. The duke will offer his assistance if needed in the future (meaning you can recruit him at the guild) and you'll receive **Trap Formula** so that Rush can lay traps. Quest complete!

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## The Successor

Go to the pub in Royotia. There, you'll find a character named Allan standing in the back left corner. Talk to him. He is rather insulting to poor Torgal, but that doesn't mean you shouldn't help. Answer "Of course!" when you are asked if you wish to do so. You'll be teleported to the Gaslin Caves area.

| Reward      |
|-------------|
| Force Field |



*Perhaps not the best of friends...*



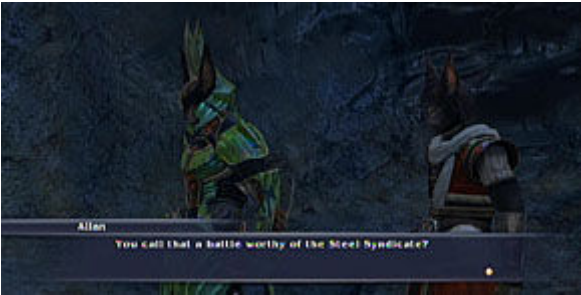
*The Syndicate soldiers are the least of your worries.*

When you appear in the cave, a short exchange will take place between your group and the Steel Syndicate soldiers. They'll turn tail and run through the caves. You must chase them, but the area is infested with nussknacker enemies. Try to avoid those weaker foes as you chase after the main group of soldiers. Slowing time will definitely help with this, since the passages otherwise are narrow enough that a chase is difficult.

There are three soldiers that you must catch in particular, so focus on doing so even if you can only catch one at a time. Typically when you fight them, you'll bring surrounding nussknacker enemies into the fight. Whatever you do, take care of them first. Otherwise, they may bring in reinforcements. Though you shouldn't expect the Steel Syndicate soldiers to go easy on you, they're much less difficult to defeat once you don't have to worry about the surprisingly tough nussknacker enemies draining your health like nobody's business.



The nussknacker foes can quickly drain your unions' health if you don't pay attention.



Oh, sure... taunt the angry soldiers!

Once you defeat the last of the three soldiers, another sequence will follow. You'll receive your reward and the quest is concluded. You can now recruit Allan, if you wish.

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**The Fated One**

After you've cleared the Fornstrand map in the game's main story, head to Athlum and enter the pub. There, to the right of the door, you'll see an old lady who knows Emmy seated at a table. She has a red text bubble over her head. Talk to her and she'll mention seeing Emmy in the town square looking troubled. Head to the town map and enter the square. You'll find Emmy standing near the left side, past the plaza where the people are gathered in front of merchant stalls. Talk to her and she'll share her dilemma with you. Answer "If you want me to." and you will accept the quest. Now you'll appear within the Aveclyff area.

|                                        |
|----------------------------------------|
| <b>Reward</b>                          |
| Ring of the Labyrinth Guild accessible |



Emmy has been challenged to a duel.



Her challenger waits for her in Aveclyff.

Head forward along the hallway. You'll come to a more open room where two enemies will rush to meet you. Defeat them and continue forward until you reach the edge of the huge room that lies at the center of the area. As you approach, you'll trigger a brief scene in which your rival tells you that he will be waiting for you at the far room.

Despite what your opponent says, reaching the room he has in mind is anything but simple. That's because the area design can be quite confusing. There are three levels here: the top one where you are standing when your challenger tells you about the elevators, a middle (central) level and a bottom level. To reach the door on the far end, ride the elevator immediately ahead of you to the bottom level. Then turn around and face the walkway. Now head left to the



next elevator and ride it up to the central level. From there, head toward the right and you'll reach a door. Enter it. Now head forward into a larger room and go through the archway to the left. Pass through this room and to the one beyond it, which has squarish stone columns. There's a door to your left that you should enter.



*Vultures guard the treasure.*



*Follow the path through the rubble to reach the elevator.*

Now you'll appear back in the large room on a different balcony. From the door, head right along the balcony until you come to another gap you can't cross. There's a door to the right. Enter it and you'll arrive in a room with an open archway leading left. Pass through it, then enter the door on its left side. You're now back in the main room on another balcony. Head left here. You'll come to an elevator. Ride it up one level, then turn around so that you're facing the balcony. Walk along it to the left and pass through the door that you find there. You're now in a very short hallway. Pass through the next door, then head to the left and through the door that waits there. You're now in a larger room with a treasure chest in one corner and a door along the left side. Defeat any enemies here and open the chest for **Chipped Axe(2)** and **Mule Hide Cloth**, then head left through the door.

You'll find yourself on another balcony. There's a lift to your left, so use that to descend one level. Then from the lift, look back toward the balcony and head along it toward your left. There's a door here almost immediately that leads to the right. Ignore it and follow the path through the rubble that continues toward the left. You'll reach an area with a door to your right and an elevator toward the left. If you want treasure, head into the room and toward the right to find a treasure chest that holds **Ring of the Astute Ear**, **Necklace Recipe 7** and **Armlet Recipe 7**. Then backtrack to the balcony and ride the elevator up one level.



*The treasure chest near the base of the stairs.*



*Yerva tells you of another guild.*

You're finally in front of the door that will lead you to your destination. Pass through it, then proceed straight through the next room and go through that door. Now you're in a long hallway. There's a treasure chest here at the base of a staircase where enemies are patrolling. Open the chest to find **5100G**, then head up the stairs and take out the enemies that wait there. Beyond them, you'll come to another door. Before you pass through it, save your progress. Then enter the next room. Your opponent is waiting at the far end. Approach him to trigger a sequence and then a boss battle.

### Boss Battle: Yerva

Like Emma, Yerva brings with him a group of worthy companions to aid in battle. There are four helping unions, to be precise. Depending on your battle rank, you may find it easiest just to focus on Yerva right from the start. He only has around 50,000 HP and his attacks are mostly just fairly strong physical ones that are hardly likely to put unions in danger. Certainly tend to any weaker devotees (particularly of the magus variety), but ganging up on Yerva and hitting him with your toughest attacks is a viable strategy if you're at battle rank 70 or so and will actually make the fight pass much more quickly. Heal as necessary, but even that won't need to happen a lot.

Once you've defeated Yerva, there will be a brief exchange and then you'll appear back in Athlum. Emma will give you the **Superior Targe** (who knows where she's been hiding it or why she didn't just hand it over sooner) and the quest is

complete. Note that you can now enter the Ring of the Labyrinth guild in Athlum, found by heading to Virtus Parish and following the alley on your right to its end. The guild is then through a door on the left. You can visit it to recruit a powerful warrior named Jager, whom you will want to have in your party for a separate quest.

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**The Distant Promise**

After clearing the events that take place in Undelwalt, return to Athlum and head to the pub. There, you should see a messenger from Lord David. He'll have a red text bubble over his head. Talk to him and answer "I'm on my way." when he asks if you'll head to the castle. Now you'll appear within the castle, talking to Lord David alone. Answer "Yeah, why not?" when he asks you to accompany him to Fornstrand.

| Reward  |
|---------|
| Pyramid |



Lord David wants you to travel with him as he explores Fornstrand.



Could his comments be any more cryptic?

You'll appear in Fornstrand now. Lord David says that you should find 'her' here, then encourages you to make haste. Start forward along the path, battling or avoiding enemies until you trigger another scene with Lord David. Once that ends, continue along the trail in the direction you were headed. Follow it and you will possibly encounter a moth monster in the path. Called Karma, these monsters are tougher than you might suppose. A group of them has a life meter around 180,000 HP and can inflict hefty damage to unions, so tread cautiously.

Continue onward and you'll enter the second portion of Fornstrand ('Realm of the Sea Monster'). There's another scene with Lord David. When it concludes, continue onward along the path and veer left at the area where the path widens so that you're headed north along the mini-map. Continue along that main trail, then veer to the right when the path forks, so that now you're headed due east toward a dead-end area.



There's a huge beetle in the path!



Lord David carries formation upgrades around in his hip pocket.

In the path ahead, you should see a large beetle enemy. Save your progress, then approach. As you get close, you'll automatically trigger a fight. This is a battle with two monsters called Dharma and Alia. The latter has around 80,000 HP, while the former has closer to three times that. If you've been completing side quests up to this point, you'll practically be able to sleep walk through this fight. The enemies aren't even indicated as boss monsters, so you'll be able to see their life meters visibly drain as you battle.

Once you win, there's a scene within Fornstrand that then continues back in Athlum. You'll receive the **Pyramid** formation upgrade from Lord David and the quest is concluded.

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## Hearts

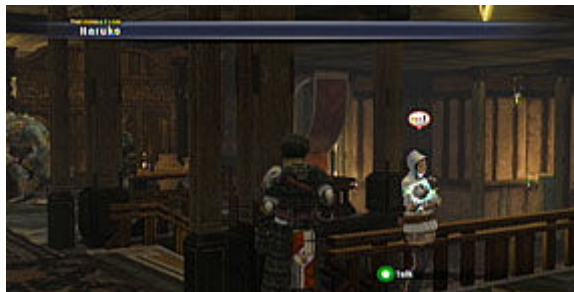
After clearing the Darken Forest area of the game late in the adventure, go to the pub in Elysion. There, you should see a woman standing around in a white lab coat with a red text bubble over her head. Her name is Haruko. You may not remember her, but she appears in the main story around the time that you clear The Aqueducts. Talk to her now and she'll upgrade you on her career change.

### Reward

7500G, Dead Heart



Meet Haruko in Elysion first.



Haruko's third stop is in Celapaleis.

After that conversation, Haruko disappears. You need to do some traveling to meet her again. Head next to Melphina and you'll talk to her in the pub there. She mentions a Remnant, then disappears again. Next you'll need to find her upstairs (just left of the staircase, against the railing) in the pub in Celapaleis. Talk to her and she'll share her thoughts on the nature of Remnant use, then vanish again.

Next you'll want to head to Athlum. You'll find her in the pub, standing immediately left from the base of the stairs (against the wall). Talk to her again. She will question the reason Remnants exist, then disappear again.



Fourth is an Athlum pub for existential musings.

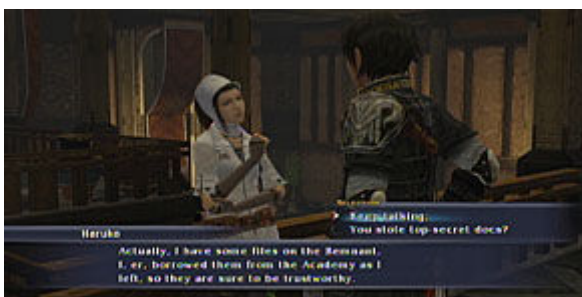


Nagapur comes fifth.

Your next destination is Nagapur. Head to the pub there and climb the stairs. Just to the right of the staircase is a small balcony overlooking the room below. Haruko is standing at the corner of the balcony, where she's easy to miss even if you're casually looking for her. Talk to her again. She questions the incidents surrounding Gwayn, which by this point in the game you should remember well. Then she vanishes again.

Now you need to find Haruko one final time. Return to Celapaleis, to the pub. She's upstairs again, standing against the railing. Talk to her. She'll confess to a theft. Answer "Keep talking." and she'll explain in detail what she found. Then you'll have another choice in the dialog tree. Answer "I'll go with you!" to finally accept the quest.





*Celapaleis comes last.*



*Haruko is waiting for you at the bridge.*

When the quest begins properly, you're in Darken Forest. Head forward along the trail, defeating enemies along the way. When you come to the first intersection where it's possible to travel left and explore the basin and ridge area in that direction, just continue straight ahead. Head up the slight slope and you'll find Haruko standing ahead of the stone bridge. Approach her to trigger a scene.

Once the scene concludes, Haruko's union will join your party as a guest. Cross over the bridge and follow the path as it bends left around a sharp corner, then gradually curves toward the right and to a door that passes through to the next portion of Darken Forest. Open the door and proceed.



*A tree grows in Darken.*



*Archaeopteryx shouldn't give you too much trouble.*

In the new section of the forest, head straight forward and up a short staircase. Through the archway, you'll follow a long path that winds its way around the outer edge of a plaza area below. Keep following the path, defeating enemies along the way, until there is a branch taking off to the right. Follow that branch, then veer left along the wall. The trail here will wrap back around toward the plaza you just circled above. Head along that route and ahead you should see a large tree growing at the center of the plaza. Circling around in the air to the left of this tree, you'll likely see a rare monster (Archaeopteryx).

Archaeopteryx shouldn't give you a whole lot of trouble. His Whirlwind attack can hit multiple members in the same union for some fairly hefty damage, but you shouldn't have trouble surviving such bouts if you're keeping your health up during the fight. Just keep healing the unions that need it and otherwise attack with your mystic and combat arts to quickly burn through the dragon's supply of HP. Once you defeat the dragon, check around the back side of the tree for a nice digging point.



*Teleporters typically mean trouble ahead.*



*The forest's deepest regions.*

Now it's time to backtrack just a bit. Head back along the path you followed left to the plaza. This time, keep going straight. As you head forward where the path widens, you'll notice a teleporter off to the left. This is a sign (as usual) that you're about to a tough battle. Continue along that wall and then follow the narrow path leading upward from there. There's a felling point on the tree that you find lying along the path on the right side. Past that, you'll follow a wide path that takes you into the next (final) portion of Darken Forest.



*The heart that you've been searching for...*



*Tamas focuses on hitting hard and fast.*

As you enter here, it's a good idea to save your progress. Then head forward along the trail and you'll trigger a brief sequence and boss battle.

### Boss Battle: Third Committee

The Third Committee is made up of three main units: Tamas, Rajas and Sertva. For this battle, they are accompanied by two groups of arachnid enemies. Start your assault by taking care of the arachnid foes. Once you've tended to them, then it's time to focus on each member of the committee, one at a time.

Take care of Sertva, then Rajas and finally Tamas. Each has a fairly substantial life meter and they can all inflict hefty damage on you the longer the battle wages, so definitely mind your unions' health meters. If you play things cautious, you should be able to survive any attacks they deal, since their focus seems to be primarily on physical attacks that hit a single target. Each member of the committee has around 100,000 HP, so keep that in mind as take each one down. If your battle rank is fairly high, this battle is a total piece of cake.

Once the battle concludes, you'll witness a brief sequence.



*Sertva has changed... for the worse.*



*For that matter, so has Tamas.*

Following the sequence, you're pulled immediately into another boss fight... again with the committee.

### Boss Battle: Third Committee

This time the committee members are joined by rockshell enemies. Your strategy here actually doesn't need to vary much from the one you used before, though, except now you're taking care of rockshells instead of arachnids. Take those weaklings out, then focus on the committee members in nearly the same order that you did before. The only exception is that you should leave Sertva for last.

While you should still follow nearly the same strategy that worked before, note that a few minor details have changed. One is that the committee members have now morphed into new forms. These forms are more powerful, with longer life meters (closer to 160,000 for Tamas and Rajas, with Sertva getting a boost well beyond that). They also are capable of inflicting more damage when they strike, particularly Sertva with his volcanic breath attack. It's more crucial than ever that you keep your health up, particularly for any unions engaged with him directly. If you do so, this fight shouldn't be much more difficult than the previous one.



Once the battle ends, you'll witness a short sequence and then receive **Dead Heart** (the Remnant transformed into a ring). Back in Celapaleis, you'll also receive **7500G** from Haruko. Now the quest is complete. You'll be able to recruit Haruko from the guild now, too.

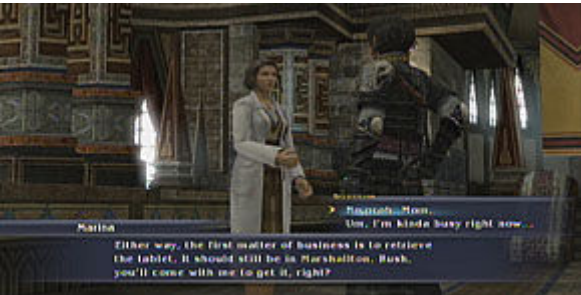
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The Tablet of Marshall

Head to the pub in Athlum. Left from the entrance, you'll see a man labeled "Marina's Messenger" standing around with a red text bubble over his head. Talk to him and he'll say that you're wanted in Athlum Castle by Dr. Marina. Agree to go and you'll appear next in the castle, talking to the doctor. She has conceived an idea that will allow you to take Remnants along with you, using the Tablet of Marshall. It's located in Marshallton, and she wants to know if you'll get it for her. Answer "No prob, Mom." That will start the quest.

Reward

Namul Niram, Tablet



Your mom wants something from you.



The mines look as inviting as ever.

You'll appear now in the Numor Mine area. Head forward along the main passageway. You can ignore the old door on the right a short distance into the mine. Just past that, there's a branch leading right to a mechanical lift, which we'll call 'Lift A' for convenience. This is the path to take if you are in a hurry to finish the quest, but there's some worthwhile exploring to do if you want to buff up your characters a bit. If you're in a hurry, just skip the next six paragraphs.

Assuming you're interested in exploring, ignore Lift A and proceed along the passage until you reach an old door. Open the door and head inside the room, then use the lift to descend to the floor below.

From the lift, head across the small room and through the door. You're now in an area of the mines that you haven't explored. As you start forward along the passage, be aware that enemies will probably try to rush you from ahead and slightly to the left. Be ready so that they don't gain the initiative. Once they're out of the way, head along the passage and you'll find that it comes to a 'T' where you can go left or right.



Monsters here blend in with the background.



Sometimes it's best to ignore a lift, if only momentarily.

First go left at the 'T,' where you'll find an excavation point and beyond that a treasure chest. The chest holds **Lariat**. Backtrack to the 'T' in the path and now you should head along the branch that was on the right (which should now be directly ahead of you as you approach the intersection). Continue in this direction and you'll find a mechanical lift to the left, as well as enemies beyond that and along a passage leading to the right. Ignore the lift for a moment and proceed down that passageway to find yourself at a widening of the path. There's a dig point in the recess to the right here and it's one you'll want to use. There's nothing of interest around the bend in the corridor, though, so go ahead and backtrack to the lift once you've dug whatever you want out of the dig point.



To use the lift, just grab the handle and then press 'down' on the analog stick to turn the handle and descend (or press 'up' to gain elevation). When you reach the bottom, press the button indicated to release the handle and you can start exploring again. Ahead, the path quickly comes to a fork where you can head right or left. Start by going to the right, where a treasure chest waits with **Numor Mine Map 2** inside. Now return to the fork and this time head along the path leading left.



*Digging works out pretty well in Numor Mine.*



*Score! A Blood Chalice is yours!*

If you hug the wall as you continue along the passage, you'll follow it around into a small recess with dirt piled up and blocking the way. Meanwhile, the main path continues forward to the left. Head to the recess to dig for precious alloys if you want, then continue along the path toward the north side of the map. In the passageway ahead, you'll see some imp-like enemies circling near a teleporter, and past those an old door leads onward. Defeat the monsters, then save your progress before continuing through the door.

In the next room, check left of the door to find an excavation point. Then cross the room and head through the open doorway on the other side. There's a treasure chest waiting there that holds the **Blood Chalice**. You've now explored everything you can along this route. Backtrack to the lift that takes you back to the first portion of the cave. Now head back toward the entrance, to where the first lift in the mines is situated (the one we labeled Lift A). Now you're ready to ride that one down to another portion of the mine.



*At the base of Lift A.*



*The monsters that look like trees have gassy area attacks.*

Once you ride Lift A to the lower level, enemies will probably swarm you. Defeat them, then start forward. Now you can head sharply to the right to find a digging point on the wall at the end of the passage, or you can proceed left. Ahead, there should be more enemies wandering about, so proceed with caution (especially since the Dagon enemies move so quickly if they spot you).

At the start of a branch leading to the right, you'll find an excavation point. Otherwise, just keep walking along the main corridor until you reach a 'T' in the path. Left is a dead end, so go right instead. Along this path, you'll soon come to a branch leading off to the left with enemies patrolling. There's a digging point along the wall on the right side of this branch, but otherwise it's a dead end and you're free to ignore it.

Just keep walking along the main path as it continues through the mine. It'll come to a point where you can follow a narrow hallway to the right (watch out for the Dagon that will rush you here, if you go this way) to a useless dead end, or continue straight ahead where some enemies are patrolling the hallway in front of a doorway leading left. Defeat those enemies, then head through the door. On the other side, you'll find a lift leading down to the floor below.



*There's a monster patrolling near the door.*



*You'll come across small, dead-end passages as you make your descent.*

From the base of the lift, head forward through the door and proceed along the passage beyond it. When you come to a fork in the path, go left and reach an operating lever. You can use this to start riding a lift down the shaft (remember to continue descending by pressing 'down' for each turn of the crank on your controller's analog stick). Ignore the first platform you reach, which is a dead end. The second platform, which leads to the right, is also a dead end. However, you can find an excavation point a short distance in and there are more enemies to fight (plus a digging point along the back wall) if you're interested. Otherwise, continue down the shaft.

When you reach the bottom of the shaft, start forward through the passage and you'll come to a 'T' in the path. Head right, continuing along the main corridor. You'll come to a fork where you can go left to a short dead end (where there's a digging point) or right. Continue right along the main path. Next you'll come to another 'Y' in the path. Follow the left branch forward to another such intersection, and again proceed along the path on the left. Now the passage will continue to a doorway, with a portal just to the left of the door and Rush's mother standing to the right.



*This would be the all-important door.*



*Remember these guys?*

Save your progress, then head to the door and talk to the doctor. Say that you're ready for her to open the door and she will. This triggers a brief sequence, followed by a boss battle.

### **Boss Battle: Namul Niram**

When you fought the guardians in the mines before, there were only two people in your party. Now you have a full crew, but the monsters have evolved their fighting technique. In fact, they've merged to become a single entity. For the first round, focus on hitting your hardest or buffing your characters. For subsequent rounds, you'll want to select options that allow you to both heal and attack within a turn, so that you don't find yourself attacking like a crazy fool when it becomes apparent halfway through the round that you should have scheduled some healing. This boss can deal some hefty damage, but if you keep up your health and focus on landing powerful attacks, you can definitely do some serious damage.

When the boss starts flashing, remember not to take it easy. At this point, Namul Niram is more dangerous than at any other point in the fight. It will send out powerful area attacks that can hit your entire party, so make sure to heal constantly. There's more life left on the boss's meter than you might suppose. It actually has around 180,000 HP, but will flash when you're only around two thirds of the way through that. Remain patient and careful, though, and you'll pull through the fight in the end.

Once you win the boss battle, you'll receive treasure that allows you to turn Remnants into equipment. Your quest is completed.

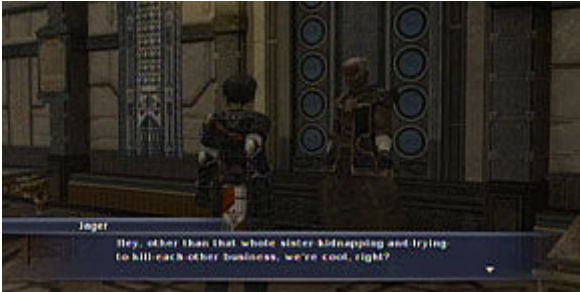
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## UFO!?

After you've cleared the six bases (you'll know it when you have), make sure that you've recruited Jager and make a beeline for Nagapur. In the pub, you'll find him standing just to the left of the base of the stairs. Talk to him and he'll tell you about Lob Omen on the loose at Wyrmskeep. When he asks for your help, answer "Sure, uh, dawg.." and you will appear in The Aqueducts.

### Reward

Lob Omen



*Jager wants you to forgive an awful lot...*



*These would be the enemies that Jager mentioned.*

From the entrance, head forward along the path (keep to the upper portion) and you'll come to an old door. Go through it. You're now in a four-way room, which you should cross. As you arrive at the door leading onward, you'll trigger a brief dialog with Jager, letting you know that you're headed in the right direction. Continue onward and through the door.

Now you'll find enemies waiting in the hall ahead. Proceed toward them, tending to them quickly and then following the path as it stays on higher ground. You'll come to an end of the path, with a ladder to your right. Descend it, but be on the guard for an enemy that waits to your right. Head quickly left and along the canal as it ascends a slope into the next portion of the dungeon.



*Ignore the lever the first time you reach it. You'll be back shortly.*



*The monster is asleep on the job. No promotion for him!*

In the new area, continue forward and take care of the enemies immediately ahead of you. Beyond them, the path comes to a 'Y' and you should veer to the right. Follow it in that direction until you come to a four-way intersection, then head left to a ladder. Climb it and you'll find yourself at a lever that operates the moving platforms. Without moving it, head left and follow that passage until you reach another such lever. Use this one, then backtrack to the previous one and use it. Now descend the ladder and follow the canal back toward the right to come to the four-way intersection again. Follow the branch to your left. It leads past some enemies and to a ladder, which you should climb. From the top of the ladder, look to the left and you'll see a ledge you can cross over to reach the area to the left. Do so and follow that path until you have the option to proceed toward the right. Do so and you'll come to a 'T' in the path where you can go right to an immediate dead end, or left across one of the platforms you had previously moved.

Proceed left over that platform and at the top of a very short staircase, you'll see a monster ahead near a treasure chest. Defeat the monster, then open the chest to find **Cloistral Belt** and **Ring Recipe 6**. Then continue along the path past the chest to reach another enemy unit patrolling in front of a door. Defeat it, then pass through the door. In the room beyond, there's a ladder that leads up to the area above. Climb it to arrive in Wyrmskeep.





*Welcome back to Wyrmskeep!*



*Lob Omen is here to spoil the party.*

When you appear in Wyrmskeep, save your progress. Then head forward through the archway and start along the hallway. Doing so will trigger a boss battle with Lob Omen.

### Boss Battle: Lob Omen

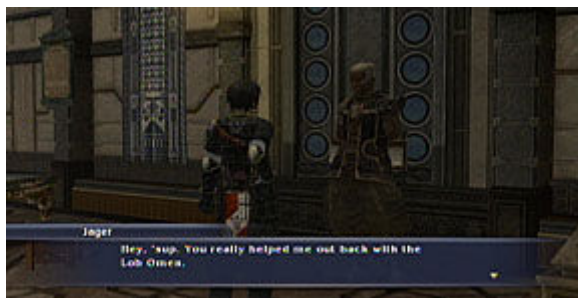
Lob Omen attacks with support from several weaker enemy units. You'll want to take care of them first, since Lob Omen himself has a life meter of around 250,000 HP and can hit for some pretty severe damage. Your chances of surviving many rounds of his attacks (which come whenever you deadlock a unit with him) on top of any support from the manticore monsters are pretty slim. Take out one weak unit at a time, then hit Lob Omen with your toughest attacks between bouts of healing. Many of his attacks can drain most of a given unit's health (assuming a battle rank below 80 or so), meaning that you'll spend about half of your time and resources healing while the rest of your effort is focused on dealing enough damage to burn through that hefty life meter.

When you've defeated Lob Omen, your quest isn't over. You actually must continue through the keep, defeating him and assorted other nasties at several points. In all, you'll have to beat Lob Omen four separate times. Save your progress after each encounter, just to be on the safe side.

From where you first fought him, head forward along the hallway to the 'T' in the path. Now start left. As you may remember from a previous visit, the Wyrmskeep area is built so that the rooms form a square. You're on the right edge of that square as you approach the 'T,' and turning left will allow you to continue clockwise around the square. Do so, battling enemies as you go. Lob Omen may be mixed in with the groups of monsters you encounter, though you can never tell in advance if that will be the case. Just pick fights with every monster you find as you make your circuit and eventually you'll defeat him the required number of times.



*Lob Omen is now at your beck and call.*



*Jager is grateful for your assistance.*

Once you do emerge victorious that fourth time, you'll see a brief sequence and then a message will come up on-screen to let you know that you've obtained **Lob Omen**, a summon. You'll appear back in Nagapur's pub and Jager will give you **10,000G** and **Divine Metal(3)** as a reward for your assistance. Quest complete!

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### The Assistant

Enter the pub in Melphina. Near the back corner along the left side, you'll see a scientist standing around with a red text bubble over his head. Talk to him. He'll tell you that you must head to the Yvalock's Nest area. He also gives you a want list: 10 drops of Blackrose Nectar, 8 flasks of Parasitic Oil and 5 Shadowood Seeds. Answer "I'll get your plants, geez." This will begin the quest.

### Reward

8800G, Divine Elixir



*The scientist is too smug for his own good.*



*Opiliones does not want to be friends.*

Exit the building and head to the world map. The Yvalock's Nest area will appear on the map along a peninsula in the far western region. Enter the zone and from the entrance, start forward along the trail. You'll soon come across two units of giant spider enemies at a fork in the path. Defeat them, then head forward along the path (though you'll be coming back here shortly). Ahead, you should see an excavation point. As you approach, a rare enemy called Opiliones will attack you. He's a spider-type enemy with a long life meter serving as his primary distinction. Past him, the path reaches an abrupt dead end. There's a dig point along the wall to the left of the dead end here. Use it to obtain Blackrose Nectar. Remember that you'll need 10 drops of it. The point also yields Reprocessed Metal on occasion, so you may have to exit and re-enter the cave before you've gathered enough nectar.

Backtrack to that first intersection. The path that led to the left from it (now on your right if you're returning from showing Opiliones how tough you are and how tough he isn't) will lead deeper into the cave. When you head that way, you'll find two mandragora units along the first path to the left. Defeat them but don't worry about continuing down the path, which simply reaches a dead end at the base of two cliffs. Instead, continue forward on the trail and follow it toward a corner that arcs around to the left. Here, a giant spider unit will emerge from the soil to attack. Defeat it and then look on the wall near where the path shoots off to the left. You'll have to look higher than usual, since there's a digging point placed rather high on the surface. It will sometimes yield flasks of Parasitic Oil when utilized (otherwise, you'll find Rough Troll Stone and Reprocessed Metal). You'll need 8 of the parasitic oil flasks.



*Birdwing is sneaky.*



*A choice at the intersection.*

In the same area where you can dig for the oil, there is likely a rare enemy flying around in the air. It's difficult to see, but you'll notice an on-screen alert that you're targeted if there's danger. Press the button to initiate the attack. You'll need to eliminate around 70,000 HP if you want to win the fight, but at least Birdwing attacks primarily with physical attacks that harm a single member of a union.

Past Birdwing, another spider may break free from the soil. Then you'll come to a 'Y' in the path where you can go left or right. First follow the branch on the right. Along this path, you'll face two spider units ahead of a treasure chest. Take



care of them, then open the treasure chest to find **6200G**.



*The treasure chest holds a small fortune.*



*This dig point holds Shadowwood Seeds.*

Now you'll want to backtrack to the 'Y' that you encountered in the path after defeating the Birdwing. This time, choose the left branch instead of the right one. You'll find a mandragora unit and beyond that a path leading sharply back to the left. Head down it to find a treasure chest that holds **Yvalock's Nest Map 1**. Return to the main path you're following and continue along it to reach a circular room at a dead end. Defeat the spidery enemies here and check the diving point. This diving point will grant you the Shadowwood Seeds you need to partially satisfy the terms of this quest, but you'll have to make numerous digs to get everything. Since Mr. Diggs can only dig so often on a single trip, that may mean multiple runs through the cave.

Once you have enough of each requested ingredient, return to the pub in Melphina. You'll be given the opportunity to hand over all of the required ingredients. When you do, the scientist will vanish without giving you a reward. Exit the pub, then re-enter it. The scientist will be back and you can talk to him for a pitiful reward of 400G. However, the quest is not yet complete. After you receive your payment, talk to him again and he'll present you with a new list of items needed.



*The new list is even more demanding.*



*Sometimes this dig point rewards you with Orichalcum.*

The scientist now wants you to fetch him 25 drops of Blackrose Nectar, 15 Shadowwood Seeds and 6 handfuls of Cosmosand. You know where the first two ingredients are and shouldn't have trouble getting more of them. The sand, however, is a new wrinkle. With that said, you're still headed to the same place. Enter the Yvalock's Nest area and check your map. You'll notice that the space you can explore has now expanded significantly.

Head forward to the first intersection and take a left. Now at the next intersection, head right toward what formerly was a blocked off wall. You're now free to continue along the path. Do so and you'll soon reach a 'Y' where you can go left or right. Along the left path, you'll find some enemy units. Defeat them and check the wall at the dead end. It sometimes contains Blackrose Nectar, or Gold Ore or Orichalcum (when you get lucky and find a rare item).



*Someone left a lot of cash in these caves!*



*Digging in caves is all the rage these days.*

Backtrack to the fork in the path and this time go right where you previously went left. Along this path, you'll next come to a circular room with a narrow path leading off to the right. Head along that path, defeating any enemy units along the



way. You'll come to a split in the path. Go left to find enemies guarding an excavation point. Defeat them and use the point. Now backtrack to the split in the path and this time head right instead of left. As you follow this path, you'll arrive in a room with more enemies and a treasure chest toward its left side. Open the chest to obtain **6500G**.

Continue along the trail and it soon widens yet again. There's a path leading off to the left, as well. Just to the right of the path, you'll find a digging point along the wall. You can use it to harvest Gold Ore, Orichalcum and Blackrose Nectar, depending on your luck.



*You can jump from here to easily avoid some passages on your way back to the entrance.*



*More cash awaits at the end of the cave.*

Continue down the trail past that dig point. You should come across an opening leading off to the right, back in the general direction you've just come. Head along this passage if you want to jump from a cliff and take a shortcut back toward the cave entrance. Otherwise, continue along the main passage you've been following. You'll come to another wider room, this one with enemies. Defeat them and you can investigate an diving point they were guarding. Here you can obtain Shadowwood Seeds, among other items. Then you can proceed into one final room, where you'll fight a few more enemies. There's a treasure chest here, as well, which contains **6700G**.

You've now explored the entirety of the area available to you, but it's likely that you still don't have even a single handful of Cosmosand. That's because it's not available at any dig, dive or excavation points. Instead, you must get it by defeating a certain enemy that will appear within this area. The enemy that you're looking for is the yvalmock. It's a light blue creature shaped like the nussnacker enemy type from other areas, and it will never appear anywhere but in the second area of the cave that opened up after the scientist gave you his larger wish list. Most importantly, the yvalmock enemies don't seem to appear until you've gathered the other required ingredients for this run. Until that point, you'll see echidnamoth-type enemies where the yvalmocks will eventually appear.



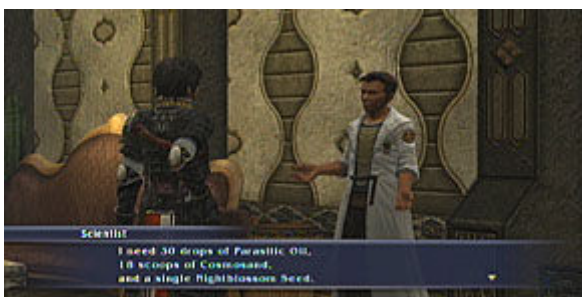
*This is not the enemy that you're hoping to see.*



*This one, however, is the rare yvalmock.*

When you do finally encounter a yvalmock, make sure that you continue working through the cave to find several more, since there should be four of them in all. Once you find and kill enough of them, you'll have your six handfuls of Cosmosand. Now you can head back to Melphina's pub to check in with the scientist. After you hand over the goods, he'll vanish. Exit the pub, then re-enter. He'll be standing there with a red text bubble over his head. Talk to him to receive payment of 800G, then talk to him again for the next step of the quest.

His new recipe is the most demanding one yet. He wants you to find him 30 drops of Parasitic Oil, 18 scoops of Cosmosand and a single Nightblossom Seed. Clearly, that'll keep you busy for awhile.



*That's quite the list of ingredients, bub!*



*The new portion of the cave has numerous forks.*

Leave for the world map again. Head back to the Yvalock's Nest area and grab the oil and sand as you have before. Note that the number of yvalmock enemies has now increased substantially, so you shouldn't have to make multiple entries and exits to find a bunch of them. They're all over the cave now, even in the beginning areas where you couldn't find them before. Also note that the cave has expanded in size again. From the entrance, you can reach the start of the new portion by heading straight forward past the first intersection, to the large circular room beyond. Follow that path as it heads toward the right and when you come to the 'Y', follow the path on the right. You're now officially in new territory.

Along this hallway, you'll encounter a mandragora enemy. Defeat him and then continue along the hall. You'll next come to another fork in the path. Head along the right branch first, where you'll find a mandragora unit pacing about. Defeat him and continue to the end of the path to find a diving point. You can harvest Necrodragon Bone items from here. Backtrack to the fork and take the left path now. Follow it to the 'Y' in the path and this time head along the path to the left. This will awaken an yvalock enemy. It's brown in color instead of light blue like its clones, and it drops a Nightblossom Seed fairly regularly.



*Yvalock is tan instead of light blue.*



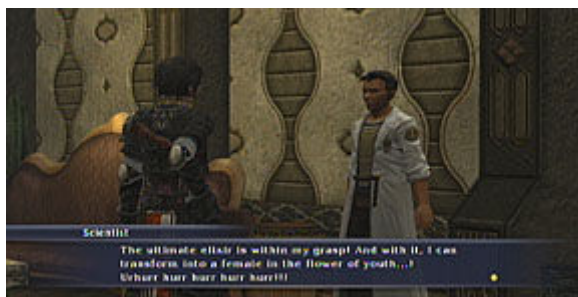
*Trolls have cushions. Who knew?*

Backtrack down the short passage to the 'Y' and now you're ready to head along the path on the right instead of the one on the left. As you follow this path, it will widen into a more open area. There's a yvalmock enemy here that you can defeat, plus there's a short, narrow branch that takes off toward the left. Follow that to its end to find another of the rare yvalock enemies (it'll break free of the soil to attack you, so be ready for that). There's a digging point along the wall here that sometimes yields Parasitic Oil.

Head back to the wider main passage now and continue along it in the direction you were headed. You'll come to a corner now where more yvalmock enemies await. Defeat them, then check the treasure chest in the area to obtain **Troll's Cushion**.



*Decisions, decisions...*



*The scientist dares to dream big.*

From the treasure chest, turn right and continue down the path leading in that direction (on the map, it leads north). Continue along that passageway and you'll come to a fork in the path. The right branch leads past a burrowing yvalmock enemy to a drop-off that you can follow to return handily to the area entrance. The left path leads along a narrow

passage that ends at a circular chamber. Just ahead of that chamber, you'll find several more yvalmock enemies, so take care of them accordingly. Then pass into the area they were guarding and you'll find another yvallock creature. There's also a digging point on the wall to the right.

You've now explored the entirety of the Yvalock's Nest. If you're short on any items, you can exit and re-enter to gather the final few components. When you have them all, it's time to return to Melphina's pub for your reward. When you arrive, the scientist will ask for the ingredients as usual. Hand them over and as usual, he'll disappear. Exit the pub, then re-enter and talk to him. He'll pay you with 1600G. To get your true reward, you'll need to talk to him one final time. Do so and he'll hand over 6000G and Divine Elixir.

The quest is now complete.

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Infestation!

Head to Baaluk and you'll find the pub's owner seated at a table left of the bar. Talk to him and he'll tell a tale of woe as you hear the sound of insects buzzing in the background. They're ruining business, and they come from the east. You're asked if you'd be interesting in destroying the hive from which they continue to pour. Answer "Squashing bugs, huh? I'm in." to accept the task. You'll be sent to the battlefield at Salamander's Tail.

| Reward |
|--------|
| Flail  |



Waiter, how did this fly get in my soup?



The queen is the toughest of the bunch, naturally.

This quest is actually just a boss battle. As it begins, there are seven enemy units on the field. Start as you usually would: by taking down one unit at a time (though first you'll have to close in on them). None of them should prove difficult. An offensive rush may be enough to tend to all of them within two turns and without the need to stop for healing. When you've rid the field of the first seven groups, an additional four will arrive as reinforcements. Repeat the same strategy that worked on the first wave, though the new arrivals are of a heartier breed. They'll soon be joined by three more enemy unions, as well (right as the turn commences), so be prepared for that.

The second wave will continue to arrive in pieces, with six more unions arriving on the scene as you're tending to their cohorts. Among them should be the unions that guard the queen, plus she herself will make the expected appearance. At this point, you should be watching your health, which by now may have been worn down to the point where it can cause some concern. Make sure that you get your health up for this final leg of the battle and focus on eliminating the weaker units so that you can pay more attention to the queen herself. The Queen's guard groups are capable of using a powerful 'Cacophony' attack that will curse party members, so focus on defeating them first. Keep up your health, hit hard and you should be able to face the queen in fairly good shape. Though her life meter is lengthy, she's easy enough to defeat once her guards are out of the picture.

Once you win, you'll be returned to the pub for your reward (the keeper gives you **Empty Aerial Insecta Shell** and **10,000G**, on top of the reward linked to the quest) and your job is complete.



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## The Slave Traders

Travel to Nagapur. From the entrance, head forward and then look toward the left. Standing against a wall there is a young boy called 'Brother of Kidnapped Girl' (whatever could his tale involve?) with a red text bubble over his head. Talk to him. He'll tell you all about his missing sister. Agree to help and he'll mention an old geezer named Oswald.

### Reward

5000G, Linen Belt



*Rush's sister wasn't the only one abducted.*

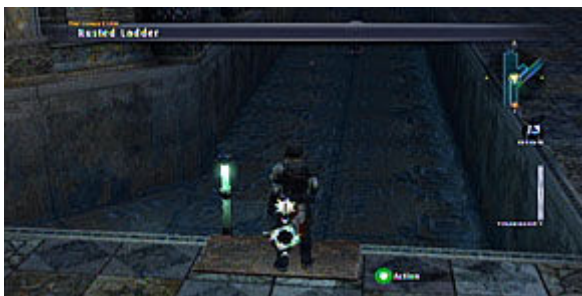


*Oswald is easy to miss, though right out in the open.*

Head across the plaza to the pub. Enter it and go upstairs. There you'll find Oswald, standing around on a balcony to the right of the staircase with a red text bubble over his head. Talk to him and answer "Timing for what?" and then "I'm 'bout it!" to accept the quest.

You'll now appear within The Aqueducts area. Head forward down the staircase and along the path until you come to a large door. To the right of that, a ladder leads to the lower canal.

At this point, you have an option: you can either continue along the corridor to continue working on the quest directly, or you can search for some loot in the area to the right. If you're interested in doing the former, skip the following three paragraphs.



*Descend the ladder into the canal.*



*The Ladder or the Rockshell...*

If you've decided to try for treasure, climb down the rusted ladder and into the canal. Head toward the right to find a dive point where you can often obtain Red Oil or Rough Leprechaun Stone, or head sharply left and follow that path, defeating enemies along the way. Along this path, you'll soon come upon the base of another ladder, or you can proceed to the right where an enemy is waiting (and another around the corner beyond that). Take care of the enemies first if you're interested in slaughtering rockshell-type foes. Otherwise, climb the ladder. There's a mobile platform control device here, but ignore it and follow the platform to the left until you reach the top of another ladder. Descend it, then from the base head straight forward to the next intersection. Go left here and climb a ladder up to a ledge, where you can open a treasure chest to find **7200G**.

Now climb back down the ladder and return to where you ignored the device. You'll want to ignore it again as you continue past it and around to a second such device. This one you should use. Now continue along the platform in the direction you were headed. There's a ladder here that leads down into the canals again. Descend it and cross over the canals to the ladder on the opposite side. Now go left from the top of that ladder (you've been here before) and this time you should use the control device that previously you'd ignored. Descend the ladder that was next to it and then go left

through the immediate fork in the path leading in that direction. Through that opening, continue to the wall with a ladder. Climb up that ladder, then walk around the platform and you're at another control device that you've used previously. Use it again. You'll cause a ledge to slide into place.



*The elusive chest is now available.*



*Now you're ready to pass through the door...*

Finally, the way is clear to walk forward to the treasure chest. Open it and you'll find **Mermaid's Barrel** inside. Now you'll need to backtrack to the portion of the aqueducts where you descended that first rusty ladder and this time you'll want to proceed through the doorway that was waiting there (save first).

After saving your progress and passing through the doorway near that first rusty ladder, you'll find yourself at the base of a stairway. Almost immediately ahead there are airborne enemies that will quickly target you, so be ready to initiate a fight against them. The glasya labulas enemy type can be extremely difficult to defeat, since it has good defense, a long life meter and the ability to easily curse your party members. Don't chain two of them together or you'll probably never survive.



*These cursing birds will have you cursing.*



*The torpedo enemies don't look even a little bit explosive.*

Once the birds are defeated, head down the stairs leading right from the pedestal. Through the door that you find there, you'll follow another corridor forward, then left to the top of a ladder. Descend the ladder into the canal and take care of the enemies in the immediate vicinity, then head up the corridor and into the next section of the aqueducts.

When you appear here, head forward and climb the ladder you'll see to the left. Walk along that ledge until you reach the ladder at the other end, then descend and head down the passage leading left. You'll find a dive point at the end, as well as some enemies in the process. Defeat them and use the dive point, which contains items such as Putrefactive Gas and Rough Pixie Stone. Then return to the main passage (by way of the ladders) and continue along the central path leading deeper into the aqueducts. There are branches you can take to the sides as you progress, but they don't lead anywhere particularly interesting that you haven't already seen on a previous visit to the area. When you reach the end of the passage, you'll be able to climb a ladder to continue forward at a higher level. You'll have to defeat some torpedo-type enemies to do so.



*This ladder leads to the upper level.*



*Slavers aren't particularly bright.*



Continuing along the passage, you'll climb some stairs and the path turns briefly toward the right before resuming left along a wall. Where it turns right, you'll notice the top of a ladder. Descend that ladder and follow it around the base of the platform, then along the canal passageway. There are enemies at the base of the ladder, so don't let them startle you as you continue your progress. At the end of this passage, there's a ladder to your right where you can ascend to the path above, which leads to a door that you can pass through to reach the next portion of the aqueducts. Do so.

When you arrive in the next segment of the aqueducts, you should save your progress. Ahead in the corridor, you'll come upon some slavers standing near a girl they've clearly kidnapped. When you approach, they'll ask you what you want. Answer "Hand over the girl!" and you'll trigger the inevitable boss battle.

**Boss Battle: Slaver**

This fight consists of your primary target, labeled as 'Slaver,' as well as a few of his cohorts. As usual, your best strategy will be to take care of the groups of weaker enemies first. Focus your attacks on them, one unit at a time. When they're all gone, that leaves you free to bring down their leader, who has a larger life meter and can release more devastating area attacks in the form of Flash Bomb. He still shouldn't prove too difficult as long as you keep up your HP, especially if your battle rank is fairly high.

Once the fight ends, you'll appear back in Nagapur to receive your reward.



Slaver doesn't have the defense you might anticipate.



The family is reunited at last.

Oswald hands over **Linen Belt** and **5000G** for your trouble. It's not much, but it's better than a poke in the eye. Quest complete!

|   |    |    |    |    |    |    |    |    |   |
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| « | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | » |
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**Things Unchangeable**

This is the last side quest that you'll complete, for one simple reason: it doesn't appear until every single other side quest has reached a satisfactory conclusion. That includes the numerous side quests that can be missed if you're not careful. Therefore, many players probably won't get to experience this quest unless following a guide such as this one.

|                          |
|--------------------------|
| <b>Reward</b>            |
| 1,000,000G, Dream's Edge |





You only see this scene when you've done a lot of things right.

Will you listen to her spiel?

To find the quest, head to the city of Athlum and enter the pub. Once you arrive in the building, look immediately to the right. There's an old woman standing there that the game labels as 'Mysterious Woman.' She has a red text bubble over her head. To complete the quest, all you need to do is talk to her and agree to listen to her story. When you do, she'll spew a bunch of vague nonsense and then the quest is complete. As a reward for your effort in completing the numerous side quests, you'll receive **1,000,000G** and **Dream's Edge**. If you've made it this far, a hearty congratulations to you!

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### Undelwalt's Witch

As always, you will need to have talked to the mage-like girl in each place where she appeared previously throughout the game. Once Undelwalt becomes available late in the adventure, enter the city and head to the Gefyri district. Follow it through and along the bridge leading back to the city map. Along the right side (just barely ahead of the exit), you'll find the mage-like girl standing near the railing with a red text bubble over her head. Talk to her.

#### Reward

None



The mage-like girl wants to sell you a ring.



Then she is so leaving Undelwalt behind her!

As usual, the mage-like girl wants some money. Pay her 20,000G and she will sell you the **Prismic Ring**. That's another quest complete!

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### Balterossa's Witch

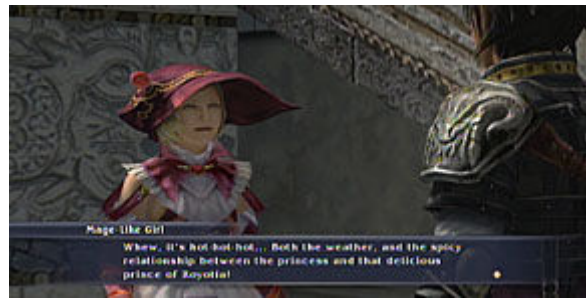
After finding the mage-like girl in Underwalt, you'll next be able to hunt her down in Balterossa. Travel to that city and make your way to the Merchant's Lot area. Once there, head forward and keep along the wall, to the place where a short flight of stairs leads down to a lower area. Turn around at the base of the stairs and face the wall to find the girl hiding in the little nook there. As usual, she has a red text bubble over her head.

#### Reward

None



The mage-like girl is good at hiding from potential clients.



She's also up on all of the latest gossip.

Talk to the mage-like girl and she will offer to sell you armbands for 8000G. Answer "I'm up for that!" and you will receive the **Roseraphim Bracelet**. You also will have completed another quest.

|   |    |    |    |    |    |    |    |    |   |
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### Royotia's Witch

After finding the mage-like girl in Balterossa, it's time to head for Royotia. There, go to the Byon Sector. Now make for the item shop run by Buddy Cunber. The mage-like girl is standing behind the counter with the telltale red text bubble over her head, as usual. Talk to her.

#### Reward

None



This 9-to-5 thing really isn't working for the mage-like girl.



She'll be grateful for the opportunity to skip town.

She will advise you that she now is working at the shop. She wants you to buy some ore. Answer "Groovy, man." to agree to the purchase, which will set you back 12,000G but allow you to receive **Crimson Ore(3)**. The other up side is that you've now completed another quest.

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### Melphina's Witch

Once you've talked to the mage-like girl in Royotia, her next stop will be the distant town of Melphina. Travel there and enter the Cobalt Plaza area. Once there, head straight forward along the main walkway through town until you find yourself at the top of the short staircase leading left and to the small area in that direction.

Descend the stairs and keep to the left wall as you head forward to a dead end. Look just to the right from there and you should see the mage-like girl standing around with a red text bubble over her head.

#### Reward

None



*This is the mage-like girl's best hiding place yet!*



*This is the best rod you'll ever get, or so she says.*

Though you can't walk right up to the girl, you can still target her from where you stand. Do so and talk to her. She will offer to sell you a rod for 20,000G (complete with plenty of sexual innuendo). Answer "I dig a good rod." to make the purchase. You will receive **Verge of Victory**, a powerful bludgeon that Rush can equip. Also, that's another quest completed.

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### Baaluk's Witch

Once you meet with the mage-like girl in Melphina, there's only one more encounter to arrange. This time, you'll want to head to Baaluk. When you arrive, head to the Grentze Commune. Head forward through the area, keeping an eye to your left. Just after the pub, there's a fenced-in area with a cart. The mage-like girl is standing there with a red text bubble over her head. Talk to her.

#### Reward

Amber Orb



*The girl walks forward to meet Rush.*



*The offer is nice, but where does she disappear to?*

She will saunter forward to meet with you. She offers to sell you something wicked for 18,000G, so answer "I'll take it!" You will receive your reward for completing the quest, the **Amber Orb**. It allows Rush to use Hexes. The girl also properly introduces herself as Khrynia and says that she can help you out (since you're rich and all). Then she disappears. If you want to recruit her for your army, you can now do so. She can be found at the guild in Elysion. Her fee is 26,600G. Finally, you can stop looking for that witch!

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### The Ladies of Bloody Alice

After clearing the base at Koenigsdorf, you can head to Melphina and enter the pub. Make sure that you've recruited Nora, even if you don't have her in your active party. Inside the pub, you'll find her standing to the right of the door with a red text bubble over her head. Talk to her. She'll tell you that she wants to destroy the Third

#### Reward

Genaade guild accessible



Committee. Answer "Definitely!" (she just asks if you have a death wish when you choose the other option) and then "Yes!" when she asks if you're prepared. You'll be taken to a battle on the Plain of Luhang.



Nora isn't big on giving juicy details.



The Third Committee unions are depressingly powerful.

When the fight begins, you'll find yourself facing off against five squads from the Third Committee itself, as well as two additional units of no particular interest. It might not seem like much, but this is enough to produce the start of a brutal battle. The problem is that as you take care of the relatively weak hypnos monsters (who are still capable of dealing the occasional round of crippling damage), more will stomp onto the battlefield to take their place. To make matters worse, you also have to contend with pretty significant damage from the Third Committee melee groups, which can instantly kill a fully powered union in a single round with the 'Land Mine' attack. If you don't already have five unions active, you should now... and each union should have the ability to revive and heal.

Your best strategy here, even though it makes for a long fight, is to focus on taking out the hypnos monsters one at a time while keeping unions free to revive and heal. The stream of hynos monsters won't continue forever, after all. When it stops, though, there's more bad news: a harpylia union will arrive, along with more of the Third Committee unions. The harpylia union is particularly dangerous, so take care of it as quickly as possible once it appears. Fortunately, there won't be a second.

As for the Third Committee members, even when you kill them all, the battle isn't won. You have to defeat every unit that is slated to arrive, which is why it makes so much sense to get rid of the weaker ones as quickly as possible. Focus on one unit at a time when possible, heal and revive like crazy and you can win this one. Once you do, you'll be taken back to the pub for your prize (**12,800G**, **Emerald Solitaire**, **Ivory Solitaire**, **Ruby Solitaire** and **Sapphire Solitaire**) and the quest is concluded. You'll now gain access to the secret Genaade guild in Elysion.

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The Silver Falcons: Part Three

After you've cleared the Fornstrand area during the story, you'll open up a few new quests. If you've recruited Cademon and completed his first two quests before Nagapur, head to Balterossa now and you should find him standing in the usual spot near the guild. Talk to him and he'll tell the rest of his tale, then ask you to leave him alone. Exit to the world map, then re-enter Balterossa and head for the pub. There, you'll find him standing by the bar with a red text bubble over his head. Talk to him again. He'll invite you to a conflict near Undelwalt, at Harphius Pass. Answer "Don't gotta ask me twice!" and then "Yup!" and you'll be swept off to the battlefield.

| Reward |
|--------|
| None   |



The battlefield is covered in snow.



Does this look familiar to you?

You'll now appear on a snow-covered battlefield with three enemy unions standing against you. They'll be joined by others as the battle rages, but for now you should focus on eliminating the available unions one at a time. For the first turn, naturally use your most powerful attacks and hopefully you can make a serious dent in the resistance. As you eliminate those first weak unions, you'll see an animation of a bridge lowering and then you can advance to the next cliff.

During this second phase, you'll be battling six new units. Initially, you should focus your attacks on any mystic and assault groups (helpfully labeled as such), since their area attacks can do more damage than you really want to take for any extended amount of time. As always, worry about one group at a time. When the mystic and assault units are gone, the soldiers should fall pretty quickly also. As you continue to decimate the enemy units, more will arrive on the scene. The final two of these are Roeas and Castanea, whom you will remember as bosses from the Nest of Eagles area earlier in the game.

The heavy hitters may be on the scene, but you still want to limit their impact by tending to any straggling weaker units. Otherwise, you're as good as dead. Tend to the last of the weak units, then take out Castanea and Roeas in that order. For this final portion of the fight, it's especially crucial that you keep up your health supply, since their team attacks can make pretty quick work of your life meter. However, neither Castanea nor Roeas has a particularly lengthy life meter, so the fight shouldn't drag on for terribly long.



*Your enemies live to fight another day...*



*Caedmon is extremely grateful.*

When the two generals fall, the battle has finally ended. You'll appear back in Balterossa for your reward and then the quest is complete. Caedmon tells you to go to the guild facing Elysion's assembly hall if you ever need assistance from the Silver Falcons. He also gives you the **Wishing Coin** and a bunch of money, both welcome additions to your inventory. Good job!

## The Last Remant Guild Tasks

|   |                             |                       |                       |   |
|---|-----------------------------|-----------------------|-----------------------|---|
| « | Union of the Golden Chalice | Sword of Three Realms | Ring of the Labyrinth | » |
|---|-----------------------------|-----------------------|-----------------------|---|

There are multiple guilds within the game, though you'll find only the Union of the Golden Chalice if you don't complete side quests. Of the various guilds, three yield distinct tasks for you to complete... along with rewards. There are additional guilds available that aren't listed here, but they share tasks with one of the three listed below.

Note that many of the tasks require you to hunt down rare monsters. They will spawn in the areas referenced, but you may have to exit and re-enter a few times (searching thoroughly on each occasion) to find precisely where. Most dungeons have three or four monster figurations and rare monsters will only appear with a given configuration, so you may have to exit and re-enter a lot to get the monster you're seeking to appear. Another note is that you can often find non-rare monsters in locations other than those referenced. If you're asked to slay 18 of a given monster, for instance, you don't necessarily have to do so in Berechevaltelle if another location works better for you.

One final note is that many tasks won't appear until you have reached a high enough rank within a given guild (accomplished by receiving rank upgrades after completing key tasks). You can still satisfy the terms of a given task, even if it's not yet listed. Then when that changes, you'll be able to immediately claim your reward. In general, save yourself a lot of trouble and fight any rare monster you stumble upon if at all possible. Choosing to come back later to do the job could turn into an hours-long investment.

### Union of the Golden Chalice

This guild is immediately available throughout the game. There are no special requirements to unlock it.

| #  | Description                                      | Reward                                                 |
|----|--------------------------------------------------|--------------------------------------------------------|
| 01 | Slay Spider x 8 - Blackdale                      | Cup of Celapaleis                                      |
| 02 | Slay Nussnacker x 6 - The First Path, Siebenbur  | Belt                                                   |
| 03 | Slay Crab x 7 - The Fourth Path, Siebenbur       | Lotion Formula                                         |
| 04 | Slay Quien x 12 - The Numor Mines                | 2000G, Blueprint 1(4)                                  |
| 05 | Slay Jhana Magus x 6 - The Heroic Ramparts       | 3500G, Blueprint 1(5)                                  |
| 06 | Slay Rockshell x 12 - The Aqueducts              | Box                                                    |
| 07 | Slay Barbarossa x 9 - The Aqueducts              | Imp Weekly                                             |
| 08 | Slay Armorshell x 16 - Fornstrand                | Anchor of Celapaleis                                   |
| 09 | Slay Vanargand x 18 - Berechevaltelle            | Oarfish Weekly                                         |
| 10 | Slay Brynhildr x 2 - Mt. Vackel                  | Albic Qsiti Weekly, Union of the Golden Chalice Rank 5 |
| 11 | Slay Hraesvelg x 10 - Mt. Vackel                 | Jewel of Underwalt, Phantom Weekly                     |
| 12 | Slay Weredragon x 20 - The Sixth Path, Siebenbur | 8000G, Blueprint 1(8)                                  |
| 13 | Slay Dominator - Blackdale                       | Counteroffensive                                       |
| 14 | Slay Bloodthirsty Beast - Ivory Peaks            | Union of the Golden Chalice Rank 1                     |
| 15 | Slay Void Intruder - The Fourth Path, Siebenbur  | Church Bell                                            |
| 16 | Slay Sledgehammer - The Catacombs                | Union of the Golden Chalice Rank 2                     |
| 17 | Slay Ruler of the Dawn - Ivory Peaks             | Vile Lizard Weekly                                     |



|    |                                  |                                                   |
|----|----------------------------------|---------------------------------------------------|
| 18 | Slay Whitehorn - Aveclyff        | Union of the Golden Chalice Rank 3                |
| 19 | Slay Snowtoad - The Aqueducts    | Drawbridge                                        |
| 20 | Slay Nightingale - Fornstrand    | Fenris Weekly, Union of the Golden Chalice Rank 4 |
| 21 | Slay Nordri - Aveclyff           | Skirmish Cross, Wyvern Weekly                     |
| 22 | Slay Heaven's Lord - Mt. Vackel  | Hangman's Noose                                   |
| 23 | Slay Sugriva - Mt. Vackel        | Dragon Weekly                                     |
| 24 | Slay Monopole - The Sacred Lands | Candle                                            |
| 25 | Obtain 3 Copper Ore.             | 1000G, Blueprint 1                                |
| 26 | Obtain 2 Commemorative Medals.   | Hawk-eye                                          |
| 27 | Obtain 3 Gaslin Copper           | Mystic Mountain                                   |
| 28 | Obtain 2 flasks of Natural Oil.  | 1200G, Blueprint 1(2)                             |
| 29 | Obtain 3 Horns.                  | Vampire                                           |
| 30 | Obtain 2 Vase Fragments.         | 1500G, Blueprint 1(2)                             |
| 31 | Obtain an Elven Core.            | 1800G, Blueprint 1(2)                             |
| 32 | Obtain 2 pieces of Shadow Metal. | 2800G, Blueprint 1(3)                             |
| 33 | Obtain 4 Passionblooms.          | 2600G, Blueprint 1(3)                             |
| 34 | Obtain a Marquis Sylph.          | Whip                                              |

|    |                                    |                                       |
|----|------------------------------------|---------------------------------------|
| 35 | Obtain 5 Fossilized Trees.         | Casket                                |
| 36 | Obtain 3 Titicaca Leaves.          | 2500G, Blueprint 1(4)                 |
| 37 | Obtain 3 pieces of Royotian Alloy. | Lion's Den                            |
| 38 | Obtain 3 Dragon Eggs.              | Explosive Formula                     |
| 39 | Obtain a Nymph Core.               | Raptor Weekly                         |
| 40 | Obtain 4 Imperium.                 | Terrapin Formation                    |
| 41 | Obtain 3 phials of Ether Water.    | Amoeba Weekly                         |
| 42 | Obtain 2 Heavy Metals.             | 5200G, Blueprint 1(6)                 |
| 43 | Obtain 3 Coral.                    | Grand Beetle Weekly                   |
| 44 | Obtain 4 Voltaic Crystals.         | Homunculus Weekly, Tortoise Formation |
| 45 | Obtain 3 phials of Holy Water.     | Crab Weekly                           |
| 46 | Obtain 3 pieces of Divine Metal.   | Spiritlord Weekly                     |
| 47 | Obtain 4 Ur Seeds.                 | Colossus Weekly, Slingshot            |
| 48 | Obtain 3 vials of Black Oil.       | 6000G, Blueprint 1(6), Hydra Weekly   |
| 49 | Obtain a Legendary Platter.        | 7500G, Blueprint 1(7)                 |
| 50 | Obtain a Warrior's Broadsword.     | Potion Formula                        |
| 51 | Obtain a Shamshir.                 | Unicorn                               |

|    |                                   |                                |
|----|-----------------------------------|--------------------------------|
| 52 | Obtain a Commander's Tabar-Zin.   | 2500G, Blueprint 1(4)          |
| 53 | Obtain a Ramskull.                | 3600G, Blueprint 1(4)          |
| 54 | Obtain a Daimyo Katana.           | 4500G, Blueprint 1, Fly Weekly |
| 55 | Obtain a Champion's Lance.        | 5400G, Blueprint 1(5)          |
| 56 | Obtain a Lance of Longinus.       | Basket, Vulture Weekly         |
| 57 | Obtain a Divine Francisca.        | Rattail, Treant Weekly         |
| 58 | Have 2 Marauders in the party.    | Mystic Shield                  |
| 59 | Have 2 Warriors in the party.     | Butterfly Weekly               |
| 60 | Have a party member with 26+ STR. | 500G, Blueprint 1              |
| 61 | Have a party member with 30+ STR. | 2600G, Blueprint 1(4)          |
| 62 | Have a party member with 39+ INT. | Leash                          |
| 63 | Create 10 battle chains.          | Pincers' Grip                  |
| 64 | Create 30 battle chains.          | 1300G, Blueprint 1(4)          |
| 65 | Create 50 battle chains.          | 3800G, Blueprint 1(5)          |
| 66 | Bind 5 treasure chests.           | Pentacle                       |
| 67 | Bind 30 treasure chests.          | Bait and Hook                  |



|   |                             |                       |                       |   |
|---|-----------------------------|-----------------------|-----------------------|---|
| « | Union of the Golden Chalice | Sword of Three Realms | Ring of the Labyrinth | » |
|---|-----------------------------|-----------------------|-----------------------|---|

### Sword of Three Realms

This guild won't be available until you complete the quest called 'When the Rose Blooms.' The guild entrance is located behind the pub in Celapaleis.

| #  | Description                              | Reward                       |
|----|------------------------------------------|------------------------------|
| 01 | Slay Flauros x 6 - The Great Subterrane  | 1800G, Blueprint 2           |
| 02 | Slay Vulture x 5 - Lavafender            | Sword of Three Realms Rank 1 |
| 03 | Slay Rockgrater x 6 - The Numor Mines    | 2800G, Blueprint 2(3)        |
| 04 | Slay Glutton x 7 - The Catacombs         | 2700G, Blueprint 2(3)        |
| 05 | Slay Spiritlord x 3 - The Great Sand Sea | 3800G, Blueprint 2(3)        |
| 06 | Slay Bullfighter x 5 - Berechevaltelle   | Tiger's Den                  |
| 07 | Slay Nidhogg x 14 - The Numor Mines      | Wings of Nagapur             |
| 08 | Slay Wailing Larva x 8 - The Aqueducts   | Glove                        |
| 09 | Slay Arachnid x 13 - Aveclyff            | Orb                          |
| 10 | Slay Spiritwood x 12 - The Numor Mines   | Sword of Three Realms Rank 3 |
| 11 | Slay Charybdis x 15 - Flaumello Tower    | 5600G, Blueprint 2(5)        |
| 12 | Slay Mandragora x 9 - Yvalock's Nest     | 5400G, Blueprint 2(5)        |
| 13 | Slay Manhunter x 16 - Fornstrand         | Sword of Three Realms Rank 4 |
| 14 | Slay Greater Demon x 15 - Mt. Vackel     | Chimera Weekly               |

|    |                                                     |                              |
|----|-----------------------------------------------------|------------------------------|
| 15 | Slay Glagonos x 14 - The Second Path, Siebenbur     | Battle Crown                 |
| 16 | Slay Killer Insect x 24 - The Sixth Path, Siebenbur | 7500G, Blueprint 2(6)        |
| 17 | Slay Eye of Damnation - Mojcado Castle              | Sword of Three Realms Rank 2 |
| 18 | Slay Goko - The Numor Mines                         | 5000G, Blueprint 2(5)        |
| 19 | Slay Bluetalon - Flaumello Tower                    | Pendant                      |
| 20 | Slay Mercurius - Darken Forest                      | Sword of Three Realms Rank 5 |
| 21 | Obtain 4 Beastman Bones.                            | 1500G, Blueprint 2           |
| 22 | Obtain 3 Mystic Fiend Talons.                       | 1600G, Blueprint 2           |
| 23 | Obtain 2 bottles of Plantae Fluid.                  | Cascade                      |
| 24 | Obtain 5 pelts of Thick Mystic Fiend Fur.           | Wedge                        |
| 25 | Obtain 4 Mystic Fiend Fangs.                        | 2500G, Blueprint 2(2)        |
| 26 | Obtain 3 bottles of Land Insecta Fluid.             | Raiders' Fork                |
| 27 | Obtain 4 Sky Dragon Husks.                          | 2600G, Blueprint 2(2)        |
| 28 | Obtain 2 pieces of Winged Insecta Meat.             | Picket Fence                 |
| 29 | Obtain 3 Beastman Rawhides.                         | 3100G, Blueprint 2(2)        |
| 30 | Obtain 4 Darkfiend Talons.                          | 3600G, Blueprint 2(2)        |
| 31 | Obtain 3 Mystic Fiend Husks.                        | Manticore Weekly             |

|    |                                       |                       |
|----|---------------------------------------|-----------------------|
| 32 | Obtain 2 Tanned Land Dragon Hides.    | 3200G, Blueprint 2(2) |
| 33 | Obtain 2 pieces of Archfiend Meat.    | 3500G, Blueprint 2(2) |
| 34 | Obtain 4 Land Insecta Talons.         | 3400G, Blueprint 2(2) |
| 35 | Obtain 5 Mystic Fiend Horns.          | Grand Spider Weekly   |
| 36 | Obtain 3 Tanned Archfiend Hides.      | 4400G, Blueprint 2(3) |
| 37 | Obtain 4 War Dragon Talons.           | 4600G, Blueprint 2(3) |
| 38 | Obtain 2 pieces of Mystic Fiend Meat. | Landworm Weekly       |
| 39 | Obtain 4 bottles of Faerie Fluid.     | 4500G, Blueprint 2(3) |
| 40 | Obtain 3 Sky Dragon Bones.            | Chariot               |
| 41 | Obtain 2 Darkfiend Wings.             | Azhdaha Weekly        |
| 42 | Obtain 3 Tanned Mystic Fiend Hides.   | 4800G, Blueprint 2(4) |
| 43 | Obtain 2 pelts of Archfiend Fur.      | Whirlpool             |
| 44 | Obtain 5 Faerie Rawhides.             | 4900G, Blueprint 2(4) |
| 45 | Obtain 4 Avian Fiend Meat.            | Anthrovore Weekly     |
| 46 | Obtain 4 War Dragon Bones.            | Scorpion              |
| 47 | Obtain 3 Archfiend Wings.             | Pendulum              |
| 48 | Obtain 3 War Dragon Wings.            | 7200G, Blueprint 2(5) |



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|----|-----------------------------------|-----------------------|
| 49 | Obtain an Assassin's Dagger.      | 2900G, Blueprint 2(2) |
| 50 | Obtain an Elite's Scepter.        | Wave Crest            |
| 51 | Have 2 Freelancers in the party.  | 1400G, Blueprint 2    |
| 52 | Have 3 Runemaidens in the party.  | Spell Wall            |
| 53 | Have a party member with 35+ STR. | 3600G, Blueprint 2(4) |
| 54 | Have a party member with 33+ INT. | Jhana Weekly          |
| 55 | Have a party member with 25+ SPD. | Leap Frog Weekly      |
| 56 | Have a party member with 40+ STR. | 5400G, Blueprint 2(3) |
| 57 | Have a party member with 45+ INT. | Demon Weekly          |
| 58 | Have a party member with 30+ SPD. | Oculus Weekly         |

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| « | Union of the Golden Chalice | Sword of Three Realms | Ring of the Labyrinth | » |
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### Ring of the Labyrinth

Late in the game, you'll work through an area called Fornstrand. After that, a quest called 'The Fated One' will become available from Athlum's pub. Complete it and the secret guild will become available. The location of the new guild is behind the pub in Athlum.

| #  | Description                                   | Reward                |
|----|-----------------------------------------------|-----------------------|
| 01 | Slay Glasya Labolas x 6 - The Aqueducts       | 5200G, Blueprint 3(2) |
| 02 | Slay Harypia x 12 - The Third Path, Siebenbur | The Daily Jhana       |
| 03 | Slay Diatryma x 12 - Mt. Vackel               | The Daily Albic Qsiti |

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|----|-------------------------------------------------|---------------------------------------------|
| 04 | Slay Bune x 16 - Fornstrand                     | 7500G, Blueprint 3(3), The Daily Crab       |
| 05 | Slay Terrapest x 18 - The Sixth Path, Siebenbur | The Daily Vile Lizard                       |
| 06 | Slay Mad Hurricane - The Heroic Ramparts        | 6100G, Blueprint 3(2)                       |
| 07 | Skat Cheiron - Berechevaltelle                  | crossbow                                    |
| 08 | Slay Jurupari - The Sixth Path, Siebenbur       | 5500G, Blueprint 3(6)                       |
| 09 | Slay Goldenflyer - Yvalock's Nest               | Warhorse, The Daily Amoeba                  |
| 10 | Slay Greentop - The Sixth Path, Siebenbur       | Prism                                       |
| 11 | Slay Euryale - The Heroic Ramparts              | The Daily Imp, Ring of the Labyrinth Rank 2 |
| 12 | Slay King Plant - Darken Forest                 | Mast of Nagapur                             |
| 13 | Slay Austri - Mt. Vackel                        | Ring of the Labyrinth Rank 3                |
| 14 | Slay Spiritbeast Rin - Mt. Vackel               | Needle                                      |
| 15 | Slay Valkyria - Cherry Pavilion                 | 8000G, Blueprint 3(4), The Daily Azdaha     |
| 16 | Slay Deadwood - Darken Forest                   | 5800G, Blueprint 3(5), The Daily Dragon     |
| 17 | Slay Tsenahale - Mt. Vackel                     | Juggernaut                                  |
| 18 | Slay Holy Servant - The Ancient Ruins           | 5500G, Blueprint 3(6)                       |
| 19 | Slay Oblivion Wing - The Ancient Ruins          | 12,000G, Blueprint 3(6)                     |
| 20 | Slay Terror Wing - The Ancient Ruins            | 12,000G, Blueprint 3(7)                     |

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|----|---------------------------------------|---------------------------------------------|
| 21 | Slay Demigod - The Ancient Ruins      | Hourglass                                   |
| 22 | Obtain a Culled Bullfighter Horn.     | 5800G, Blueprint 3(2)                       |
| 23 | Obtain a Bune Fin.                    | 5100G, Blueprint 3(2)                       |
| 24 | Obtain a Concealed Spirit Lord Horn.  | Hill and Vale                               |
| 25 | Obtain a Bristly Vanargand Mane.      | The Daily Raptor                            |
| 26 | Obtain a Poison Deathclaw Talon.      | Mattock                                     |
| 27 | Obtain a Leap Frog Blood.             | The Daily Anthrovore                        |
| 28 | Obtain a Sharp Hraesvelg Fang.        | The Daily Colossus                          |
| 29 | Obtain a set of Moth Eyes.            | 6200G, Blueprint 3(3), The Daily Homunculus |
| 30 | Obtain a Nidhogg Femur.               | The Daily Phantom                           |
| 31 | Obtain a Giant Shellfly Scalp.        | 5300G, Blueprint 3(3)                       |
| 32 | Obtain Medicinal Mandragora Seedling. | Flame                                       |
| 33 | Obtain a Tough Brynhildr Husk.        | 6200G, Blueprint 3(2)                       |
| 34 | Obtain a Glasya Labolas Larynx.       | The Daily Demon                             |
| 35 | Obtain a Grand Rockgrater Tail.       | The Daily Spiritlord                        |
| 36 | Obtain a Tough Killer Insect Husk.    | 7100G, Blueprint 3(3), The Daily Leapfrog   |
| 37 | Obtain a Death Cornea.                | 6800G, Blueprint 3(3), The Daily Landworm   |



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|----|---------------------------------------|--------------------------------------------|
| 38 | Obtain a Large Weredragon Talon.      | Horns of Undelwalt                         |
| 39 | Obtain an Inverted Terrapest Barb.    | The Daily Oculus                           |
| 40 | Obtain a Retral Feral Fang Scale.     | 5600G, Blueprint 3(2), The Daily Manticore |
| 41 | Obtain a Demon King Eye.              | 7200G, Blueprint 3(2)                      |
| 42 | Obtain a vial of Grand Beetle Fluid.  | 6200G, Blueprint 3(2), The Daily Butterfly |
| 43 | Obtain an Inverted Vile Lizard Scale. | 6600G, Blueprint 3(2)                      |
| 44 | Obtain a Skull Scavenger Cranium.     | 5800G, Blueprint 3(2), The Daily Vulture   |
| 45 | Obtain a piece of Godwood Timber.     | 7400G, Blueprint 3(2), The Daily Chimera   |
| 46 | Obtain an Anthophilum Needle.         | 6400G, Blueprint 3(2)                      |
| 47 | Obtain a Harpylia's Hide.             | 6000G, Blueprint 3(2), The Daily Fly       |
| 48 | Obtain a Greater Demon Tail.          | 7000G, Blueprint 3(2)                      |
| 49 | Obtain a Glagonos Fragment.           | 6800G, Blueprint 3(2), The Daily Oarfish   |
| 50 | Obtain a Mermaid's Malice.            | Ring of the Labyrinth Rank 1               |
| 51 | Obtain a Deathmask.                   | The Daily Treant                           |
| 52 | Obtain a Deathbringer.                | 5400G, Blueprint 3(2), The Daily Fenris    |
| 53 | Obtain an Ouroboros Voulge.           | 6100G, Blueprint 3(3), The Daily Wyvern    |
| 54 | Obtain a Demonblade.                  | Ring of the Labyrinth Rank 5               |

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| 55 | Have 3 Scouts in the party.        | 4600G, Blueprint 3                                   |
| 56 | Have 3 Commanders in the party.    | 6200G, Blueprint 3(2)                                |
| 57 | Have 8 party members with 60+ STR. | 5200G, Blueprint 3(2), The Daily Grand Beetle        |
| 58 | Have 8 party members with 55+ INT. | 6500G, Blueprint 3(3), The Daily Hydra               |
| 59 | Bind 50 treasure chests.           | 6300G, Blueprint 3(2)                                |
| 60 | Bind 80 treasure chests.           | The Daily Grand Spider, Ring of the Labyrinth Rank 4 |